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Volume 1 Number 1 • Issue 1
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Premiere Issue
Get Digi With It!

WHAT'S HOT

Here's a list of the most popular gaming cards and toys.

Cards

1 Gatomon Gold Stamped 1st Edition

2 MarineAngemon Gold Stamped 1st Edition

3 Greymon Gold Numbered Trading Card

4 MetalEtemon Holographic 1st Edition

5 MetalSeadramon Holographic 1st Edition

6 Piedmon Holographic 1st Edition

7 MetalGreymon Ultimate Digimon Excl. Preview

8 SaberLeomon Holographic 1st Edition Starter

9 SaberLeomon Gold Stamped Japanese Blue Starter

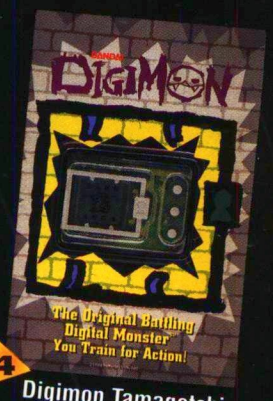
10 Boltmon Gold Stamped 1st Edition

Toys

1 Digivolving Garurumon 5-inch Figure

2 Digivolving Greymon 5-inch Figure

3 Gabumon 2½-inch Action Figure



4 Digimon Tamagotchi Green

5 Agumon Japanese 6-inch Plush

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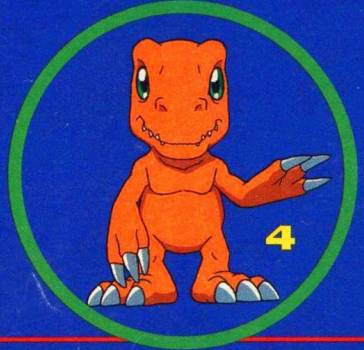

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Editor's Note

Our premiere issue!

Welcome, Digi-pals, to our first issue of Beckett Digimon Collector.

You now have the hobby's most reliable and relied upon source of current values and checklists for Digimon cards and toys in the palm of your hands.

Each monthly issue will be jammed with information, like jelly beans in a candy jar. In a four-part series, we'll be profiling File Island's cool kids, known as the Digi-destined. You'll get the inside scoop on Tai, Matt, Sora, Mimi, Joe, T.K., Izzy and Kari.

Our monthly columnists and Anime gurus will be giving you the lowdown on the newest Digimon home video releases as well as fun facts from the cartoon episodes. If you're interested in becoming a Digimon gaming card expert, you'll need to jump to our Duel Zone column on page 48. The guy who will be teaching you all about the card game, Kris Oprisko, is actually one of the game's designers. This is your chance to learn from the master.

Whether or not your name is Picasso, we still want to see your best Digimon drawings. Send us your artwork. Hey, maybe your masterpiece will be featured in the colorful pages of a future issue. And, if your artwork doesn't make it in the magazine, it's because it's hanging on my refrigerator door!

Are you an Internet freak who loves to surf the Web in search of enlightening Digimon stuff? If so, we have a surprise for you. Yours truly will be hunting down Digimon Web sites every month and reviewing them inside this magazine. If you've built a really good site all by yourself, send me the address. I'd like to take a peek at it.

Okay collectors. If you've been obtaining those hot new Digimon cards or toys and need their current market values, we've got the answer. *Beckett Digimon Collector* includes the hottest and most comprehensive Digimon price guide in the universe.

Did I hear you say you love contests? Stop right there! We've got them too. Speed through this issue to pages 12 and 37. Fill in those entry forms and mail your envelopes as fast as you can. You could win some awesome Digimon products!

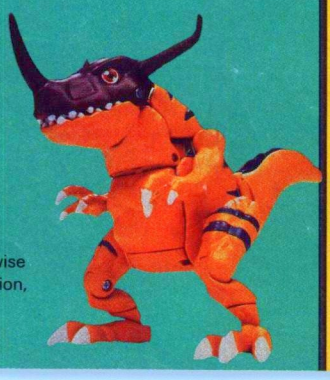
Then, after your brain has downloaded everything in this issue, fill out our Report Card on page 56 for a chance to win a year's subscription to *Beckett Digimon Collector*.

There's a ton of fun waiting for you inside.

Stay Connected,

Doug Kale

Doug Kale
Managing Editor



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May 2000 / Vol. 1, No. 1 / Issue #1

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Beckett Digimon Collector (USPS -) (ISSN -) (BN126259654R0001) (IPM) is published monthly for $19.99 U.S./$34.99 Foreign a year by Statabase, Inc. 15850 Dallas Parkway, Dallas, Texas 75248.

Postmaster: Send address changes to:
Beckett Digimon Collector, P.O.Box 7844, Red Oak, IA 51591-0844.

Subscription Correspondence and Change of Address: All correspondence regarding magazine subscriptions should be addressed to: Beckett Publications, Subscriptions, P.O.Box 7844, Red Oak, IA 51591-0844

Editorial Correspondence: All submissions, including letters to the editor, are subject to editing for style and content. The opinions expressed in bylined articles are those of the author. They are not necessarily those of the publisher of this publication. Beckett Publications cannot be held responsible for unsolicited materials.
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Digi E-Mail

Subject: Booster Packs

Question: Can you tell me what the difference is between the blue and the green Digi-Battle booster packs?

Jamie Weber, age 9
Via e-mail

Answer: *The blue Booster packs contain Series 1 First Edition cards, and green Booster packs contain Series 1 Unlimited cards.*

Subject: Can Patamon defeat Devimon?

Question: My friend Michael said that Patamon once defeated Devimon. Is that true?

Chris Monte, age 10
Via e-mail

Answer: *The only way Patamon can defeat Devimon is by digivolving into Angemon. Then Angemon uses his powerful Hand of Fate technique (attack) to bring down the evil Devimon.*

Subject: Card not on checklist.

Question: I bought five packs of Digimon Booster cards. One of the cards is a holographic WereGarurumon, ST-47S. When I went to look it up on my Series 1 poster checklist, it wasn't on there. Is this an error card or a special card?

Sean Duffy, age 10
Via e-mail

Answer: *The WereGarurumon card is not pictured on the poster checklist because it's a special insert found only in the Series 1 green Unlimited booster packs. There are five other cards which are also exclusive to the Unlimited green packs. Check out our price guide for more information.*

Subject: Trading Card Set

Question: I recently purchased a complete set of Digimon Trading Cards at a card store. I was told there were 35 cards in the set. When I went home and looked through the set I only had 34 cards. Even the backs of the cards say a number of 34. Does this set contain 34 or 35 cards?

Randy Levitt, age 11
Bellmore, NY

Answer: *A complete set of the Animated Series One Digimon Trading Cards contains only 34 cards. However, some people consider the Digimon Checklist the 35th card.*

Send your Digimon questions and comments to: digimon@beckett.com

Digi FILES

By Steve Fritz

Getting to know your Digidestined

If you're reading this magazine, you probably already know about the eight Digidestined, and their respective Digimon partners. But, that doesn't mean you know everything about all 16 characters. (Even the people behind the show admit they carry "cheat sheets" in order to keep each kid and monster separated.)

In the first four issues of Beckett Digimon Collector, we will profile two Digidestined and their respective partner. Lending a hand is none other than Terri O'Malley, Fox Kids Manager of Programming and Development. Inside the network, O'Malley has been dubbed the "Queen of the Digiworld." What many people don't know is O'Malley is the person who gave many of these kids and critters their American names.

That said, let's get started.

TAI: THE NATURAL LEADER
FULL NAME: TAICHI KAMIYA
SIBLINGS: KARI KAMIYA, YOUNGER SISTER.
DIGIMON PARTNER: AGUMON
SYMBOL ON HIS CREST: COURAGE.
TOOL HE BROUGHT FROM THE REAL WORLD: SPYGLASS.
FAVORITE SAYING: C'MON... LET'S GO!

If one has to start with any of the Digidestined, one might as well start with the leader. From the very first episode it's quickly established that Tai is just that person.

The reason Tai leads is, as O'Malley says, "Tai will go where even fools fear to tread."

"Tai is the man of action of the Digidestined," O'Malley continues. "He doesn't tend to think about what he's going to do, he just does it. He would also much rather do something than just stand there. As we've seen, that's not the best thing to do. The big thing about Tai is he will plunge into a dangerous situation without any thought of anyone else.

"Still, Tai's a smart kid. If he gets himself in trouble, he usually can find a way out of it. He's also learning over the series to rely on others."

Another important fact about Tai and his sister Kari for that matter, is they're probably the only two members of the Digidestined who have what one could consider a "traditional" family. "Mimi's family is also together and very happy, but I wouldn't call them the normal ones of the bunch," says O'Malley. Tai's family is perfectly normal and also very happy.

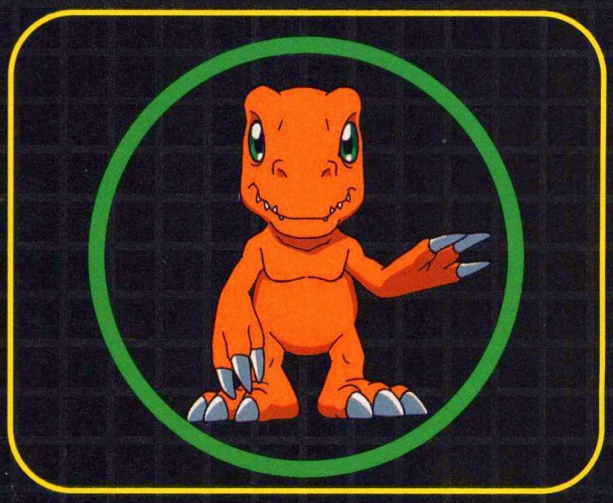
"He also cares about his sister Kari very much. They seem to have the most relaxed relationship out of all the Digidestined. They're not like your usual siblings who are at each other's throats."

Tai's big fault is not only his recklessness. Turns out, the more he knows about a situation, the more hesitant he becomes. Probably one of the most defining scenes in the series is when Tai had to cross a virtual electrical fence to save Sora. He was actually scared and wouldn't have done it without the encouragement of Agumon.

"What it comes down to is all the kids' crests relate to something that is naturally part of the kids. They still have to master what the crest represents says O'Malley.

"I think he's going to grow into a true leader. He's going to learn to rely on people more and be collaborative. He will also learn the true meaning of leadership."

Another fault of Tai's is he's very prone to getting into fights with Matt, another member of the Digidestined. Don't be surprised if that friction grows as the episodes continue.



AGUMON: THE HAPPY DINOSAUR
STAGES: IN TRAINING: KOROMON
TECHNIQUE: BUBBLE BLOW
ROOKIE: AGUMON
TECHNIQUE: PEPPER BREATH
CHAMPION: GREYMON
TECHNIQUE: NOVA BLAST
ULTIMATE: METALGREYMON
TECHNIQUE: GIGABLAST

When something happens to a Digimon, it almost always happens to Agumon first. He was the first to digivolve from his Rookie/Micro state to Champion. He was also the first to digivolve into his Ultimate state. Just as importantly, when Tai was mishandling him, he was the first to digivolve into the totally out-of-control SkullGreymon.

O'Malley also tells us that Agumon will be the first to digivolve into the next state after the Ultimate state, called the Mega state. He will then become WarGreymon

and his special fighting technique will be called Terra Force, which allows him to cause actual earthquakes.

There's more to Agumon than just that, though.

"Agumon's naturally an outgoing guy," says O'Malley. "He's kind of a good guy wrestler. Fighting is always fun to him. He's always ready to go out and fight when he has to. Yet he's not going to pick a fight, particularly with a friend like some of the other Digimon. For being one of the biggest and strongest of the Digimon, he's really a nice guy."

IZZY: THE THEORY GUY
FULL NAME: KOUSHIRO IZUMI
SIBLINGS: NONE, ADOPTED.
DIGIMON PARTNER: TENTOMON
SYMBOL ON HIS CREST: CURIOSITY.
TOOL HE BROUGHT FROM THE REAL WORLD: LAPTOP COMPUTER & CELL PHONE
FAVORITE SAYING: PRODIGIOUS!

Age wise, Izzy's is the middle button of the eight Digimon, but he's also one of the most respected.

"Izzy's the theory guy," says O'Malley. "Most of the time, the kids recognize that he's their main thinking guy and listen to what he has to say. He's their brain trust.

"The only thing that gets Izzy excited is a new intellectual problem or puzzle to tackle. In the future, he's going to propose a theory and the rest of the kids are going to tell him to go get stuffed. That will be the first time you'll ever see him get hot under the collar."

His high intellect is also his biggest fault. Part of this is natural, as Izzy knows he's an adopted child even though his foster parents never told him.

"Learning he was adopted kind of made him pull away from a lot of interaction with other people," says O'Malley. "It pulled the foundations out from under him. That's a very strong reason why he'd rather spend his time in the computer world than dealing with people. He believes that all real things are really on shaky ground. When things are bad, he tends to pull away and withdraw.

"The big thing he's going to learn is Izzy's foster parents did know his natural parents. His natural parents were killed in a car accident and in the future we'll find out Izzy is really a chip off the old block."

His tendency to withdraw when times are bad has gotten him in trouble. There was one key episode where the evil Vademon managed to convince Izzy to throw away his crest. It not only nearly destroyed the boy, but his Digimon partner as well.

"Curiosity is very important to him," says O'Malley. Unfortunately, Izzy wants to know what makes things tick other than the crisis at hand. Izzy is prone to be more interested in the theory than the application."

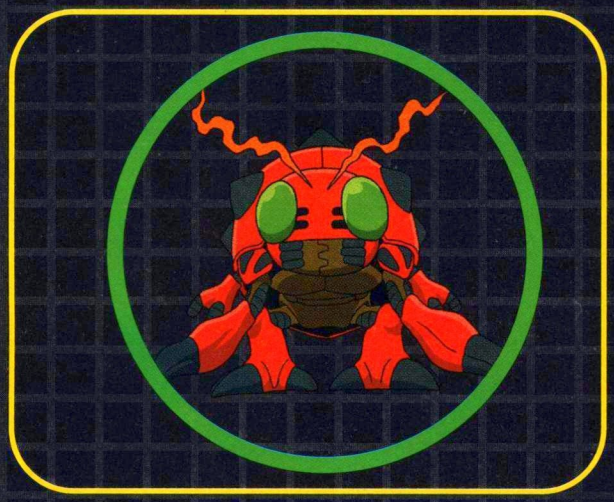
This has led to other problems, where if it wasn't for the actions of Tentomon, Izzy would have spent the entire episode working on some bizarre computer code he found in the Digiworld while other Digidestined were in life-threatening situations. But don't be surprised if all that

attention Izzy spends on the codes pays off in the long run.

Of all the Digidestined, Izzy is the one most favored by Gennai, the Obi-Wan of the show.

"The reason is Izzy and Gennai speak the same language," says O'Malley. "One thing you can count on is Gennai and Izzy will maintain their communications and friendship."

As time goes by, you can also expect Izzy to become more comfortable with his friends and his emotions. If there's really a member of the Digidestined to keep an eye on, it's him.



TENTOMON: THE KNOW-IT-ALL CYBERBUG
STAGES: IN TRAINING: MOTIMON
TECHNIQUE: BUBBLE BLOW
ROOKIE: TENTOMON
TECHNIQUE: SUPER SHOCKER
CHAMPION: KABUTERIMON
TECHNIQUE: ELECTROSHOCKER
ULTIMATE MEGAKABUTERIMON
TECHNIQUE: HORN BUSTER

Ever wonder why Tentomon always seems to have the best lines? That's because he's voiced by one of the head scriptwriters, Jeff Nimoy. It's also due to the fact that Tentomon's mouth doesn't move, giving Nimoy and the writing crew a lot more freedom to put in anything they want.

As it turns out, Tentomon does have a lot to say.

"Tentomon is just a little know-it-all," says O'Malley. "In all the early episodes, it's usually Tentomon that does the clearest explaining. He's also a publicly nosy little guy."

Another important point about Tentomon is if anyone's going to get Izzy out of his shell, it's the cyber-bug. He's not afraid to tell Izzy exactly what he thinks, particularly if Izzy is withdrawing from the world again.

"All the Digimon are very attached to the kids," says O'Malley. "It could be that Tentomon is more attached to Izzy than the other kids are to their partners. When Izzy threw away his tag and crest while fighting Vademon, he threw out an important part of himself. He also threw away the thing that connected him to Tentomon. Those devices are the specific meeting points between the kids and their Digimon. The Digivice connects to each kid's personality. When Izzy lost his curiosity, Tentomon lost an essential part of himself in the process."

A point that's still being developed is that Tentomon is the most cybernetically enhanced Digimon. How this plays out is still not fully explored.

"That's something you're going to have to wait for to find out why," says O'Malley. "He definitely is the most technologically-enhanced member of the group. Tentamon is an insect that has a lot of machinery on him. His powers are also electronically based. It will play in the future." ✶

NEXT ISSUE: Sora and Matt, Biyomon and Gabumon.

Anime-zing SHOW

Bringing Home the Monsters

Fox Kids releases Digimon Home Video

By Steve Fritz

Episode #1: And so it begins...
Episode #2: The Birth of Greymon
Episode #3: Garurumon

Total Time: 62 minutes.

Tai and six friends-Sora, Matt, Matt's little brother T.K., Izzy, Mimi and Joe-are in summer camp. When a snowflake lands on Tai's cheek, the boy doesn't realize it, but he's about to see more than just strange weather.

That's the setting for Digimon: Digital Monsters, a 104-episode animated series. A joint production of Japan's Toei Animation and the U.S.'s Saban Entertainment, it airs on the Fox Kids Network. Already a hit on Saturday mornings and weekday afternoons, it's no surprise it's now being released on video tape.

Digimon: Digital Monsters Volume 1 contains the first three episodes of the epic series. Blow by blow, they go like this:

After the snowflake, things get weird fast when seven electronic objects (called Digivices) drop out of the sky at the kids' feet. When they pick them up, they're whisked off to a place that's like nothing they've seen before.

When Tai recovers, he finds a cute pink head sitting on his chest. The head is Koromon. Next to appear is Izzy, who has a strange critter named Motimon following him. That's when the two boys are attacked by a monstrous bug called Kuwagamon. They run for their lives and meet up with the others. Each kid has a weird critter shadowing them.

The critters call themselves Digimon, and they'd protect the kids with their lives if needed. Still, all seven Digimon are no match for Kuwagamon.

Finally all are cornered at the edge of a cliff. That's when the Digivices light up and the seven critters "digivolve" into their next stage. Six of the seven Digimon (all but Gomamon) combine their powers and knock Kuwagamon back. Kuwagamon makes one last appearance, cutting the cliff right out from under the kids and plunging all of them into a river below.

In the first episode Gomamon didn't use his special powers. As soon as he hits the water in episode 2, we find out why. His ability (called a technique) is to command creatures of the seas. Gomamon rescues his friends and sets them far away from Kuwagamon.

Once ashore, Agumon explains that Digimon had to "share energy" with the seven kids in order to digivolve. When they were in their previous stages, they pretty much had the same technique: Bubble Breath. Now Agumon not

only looks very different, but has his own technique: Pepper Breath.

The same is true for the other Digimon. The friendly monsters also warn the kids that not all Digimon are good. There are others like Kuwagamon.

The kids arrive at a strange beach where phone booths are lined neatly in a row. The kids try to call home, but get weird messages such as "the time is now 45 miles per hour." The kids also realize they hadn't eaten all day. A quick inventory yields such items as a spy glass, first aid kit, camping gear and Izzy's portable laptop. Only T.K. and Joe have any food.

While Joe tries to divide up the food, Tai and Agumon dig in. As it turns out, it's a good thing they did.

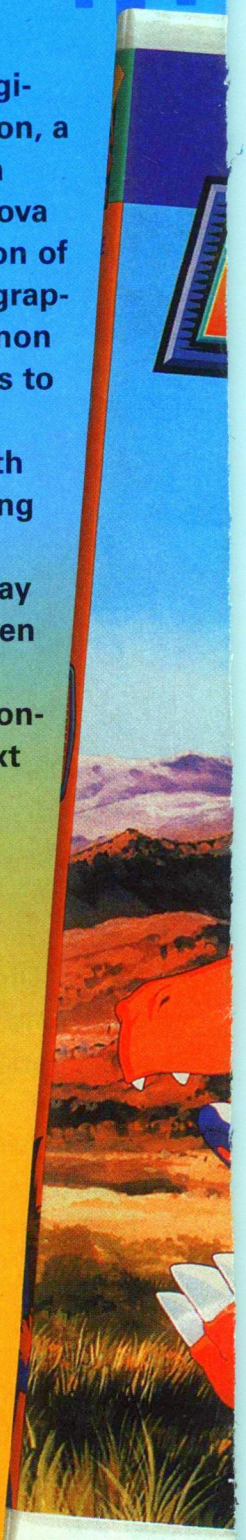
From out of the sand dunes appears Shellmon, another dangerous Digimon. When the Digimon try to defend their wards, only Agumon has the strength to take Shellmon on. The other six Digimon are too weak to fight. It's down to Matt and Agumon.

When it appears that Shellmon is going to get Matt, Agumon pulls another surprise. Matt's Digivice lights up and Agumon digivolves into his next stage, Greymon, a huge tiger-striped dinosaur with a spiked helmet. His technique is Nova Blast, a much hotter, bigger version of Pepper Breath. After some initial grappling, Greymon overcomes Shellmon and saves the day. He then returns to Agumon.

The last episode begins with the kids and the Digimon reviewing all that's happened. For starters, Agumon explains that he can't stay in his Greymon state because "even superheroes need rest." The kids also know if they want their personal Digimon to digivolve to the next stage, they have to eat.

All resolve to explore the island. Just before nightfall, Tentomon leads them to a lake with lots of fish. It also has an abandoned streetcar on an island just offshore. The kids figure it's better to sleep in the trolley than on the ground. After eating, all retire to the streetcar except Tai and Agumon, who decide to stand guard.

All the others fall asleep except Matt. He decides to go to shore and play his harmonica for a while. Gabumon, Matt's Digimon, tags along. That's when the island is attacked by



another Digimon, Seadramon. This time, it's Matt who's put in danger and, in turn, Gabumon digivolves into the wolf-like Garurumon, whose techniques include a coat so tough it's like steel. He's virtually invulnerable to Seadramon's ice blasts. After a big battle, Garurumon defeats the sea dragon.

The kids then learn one more important lesson: Whenever one of them is in danger, that's the only time their Digimon will digivolve into the next stage.

The first three episodes aired on Fox when the series premiered in August 1999. Although old-time fans have seen them several times over already, you have to start somewhere.

What's enjoyable about the video is how much information each episode packs into one 20-minute block without forgetting to throw in at least one major fight. While we know the kids and their Digimon will be much better defined in future episodes, the seeds have already been planted.

As an added bonus, the first printing of the tape came with a set of trading cards giving some detail on each child and their respective Digimon. All in all, this is a good start for Digimon fans and well worth collecting. ✶

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Do you watch the Digimon cartoon? Yes / No

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What Digimon products do you collect? _____

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– One entry per person. –

See page 36 for official contest rules.
Ten winners will be randomly drawn from all completed entries submitted.
Entries must be received by June 10, 2000.

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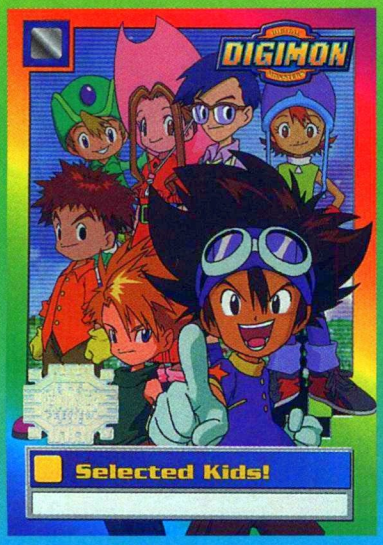
❑ 3 Digivolve! Champions!! $0.50 $0.75

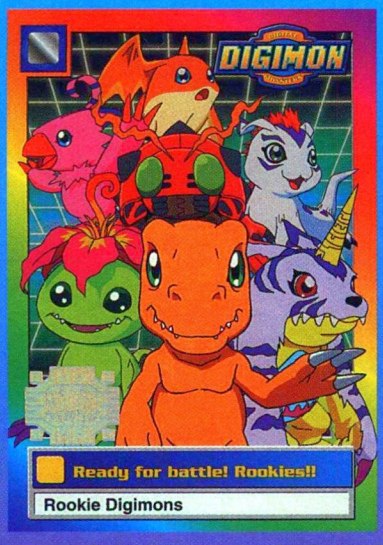
❑ 6 Sora & Yokomon $0.50 $0.75



❑ 1 Selected Kids! $0.25 $0.50

❑ 4 Tai & Koromon $0.50 $1.00

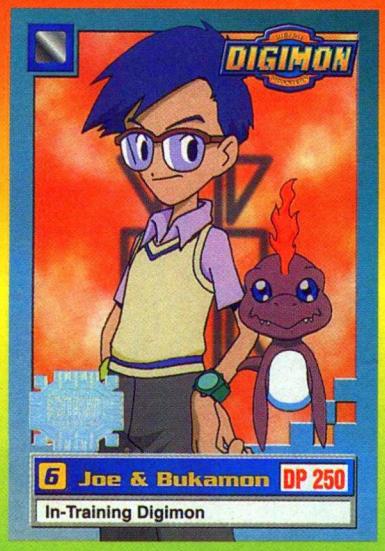
❑ 7 Izzy & Motimon $0.50 $0.75



❑ 2 Ready for battle! Rookies!! $0.50 $0.75

❑ 5 Matt & Tsunomon $0.50 $0.75

❑ 8 Mimi & Tanemon $0.50 $0.75



❑ 9 Joe & Bukamon $0.50 $0.75

❑ 12 Gabumon $0.50 $0.75

❑ 15 Palmon $0.50 $0.75

❑ 10 T.K. & Tokomon $0.50 $0.75

❑ 13 Biyomon $0.50 $0.75

❑ 16 Gomamon $0.50 $1.00

❑ 11 Agumon $0.50 $1.00

❑ 14 Tentomon $0.50 $0.75

❑ 17 Patamon $0.50 $0.75

❑ 18 Kuwagamon $0.50 $0.75

❑ 21 Seadramon $0.25 $0.50

❑ 24 Meramon $0.25 $0.50

❑ 19 Greymon $0.50 $1.00

❑ 22 Monochromon $0.25 $0.50

❑ 25 Kabuterimon $0.25 $0.50

❑ 20 Garurumon $0.50 $0.75

❑ 23 Birdramon $0.25 $0.50

❑ 26 Togemon $0.25 $0.50

UPPER DECK TRADING CARDS

❑ 27 Ikkakumon $0.25 $0.50

❑ 30 Devimon $0.25 $0.50

❑ 33 Angemon $0.50 $0.75

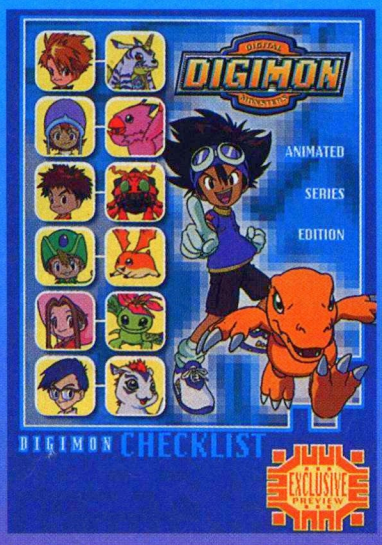
❑ 28 Leomon $0.25 $0.50

❑ 31 Frigimon $0.50 $0.75

❑ 34 Cockatrimon (Error) $0.25 $0.50

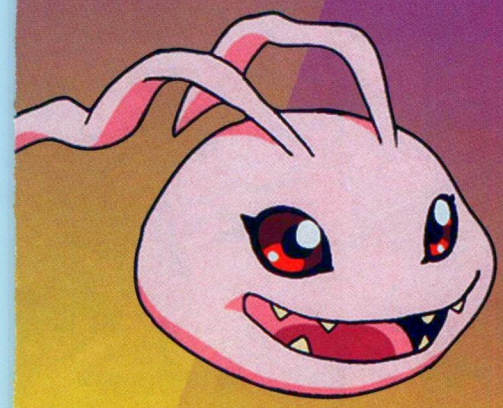
❑ 29 Ogremon $0.25 $0.50

❑ 32 Bakemon $0.25 $0.50



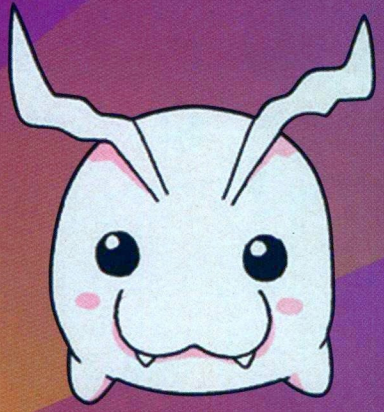
❑ NNO Checklist $0.10 $0.25 ★

Guide to DIGIMON Monsters

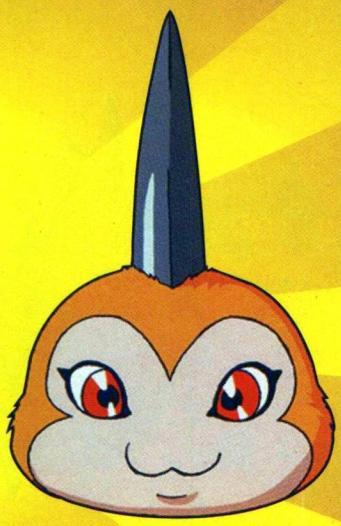


#1 Koromon

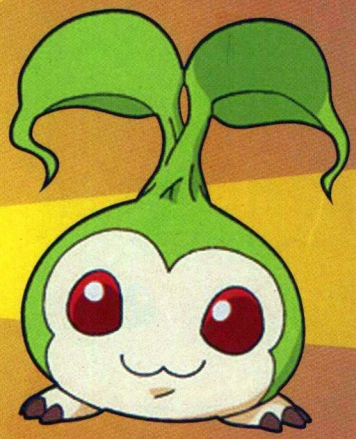
#4 Motimon



#7 Tokomon



#2 Tsunomon



#5 Tanemon

#8 Agumon

#3 Yokomon

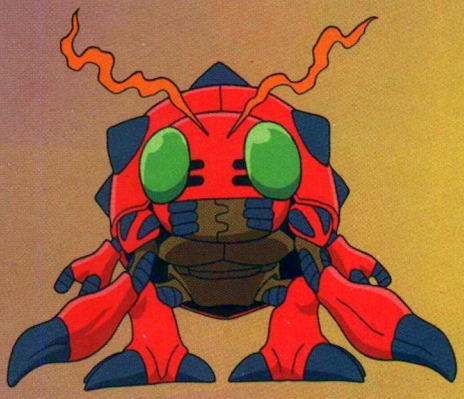
#6 Bukamon

#9 Gabumon

#10 Biyomon

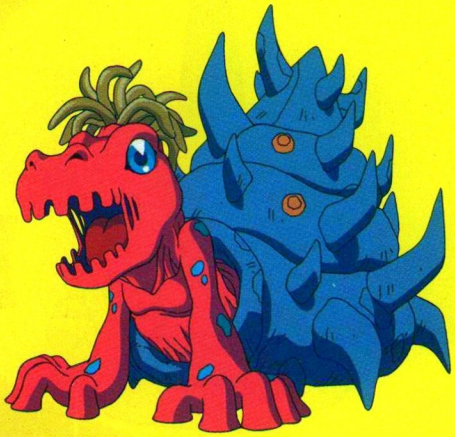
#13 Gomamon

#16 Greymon



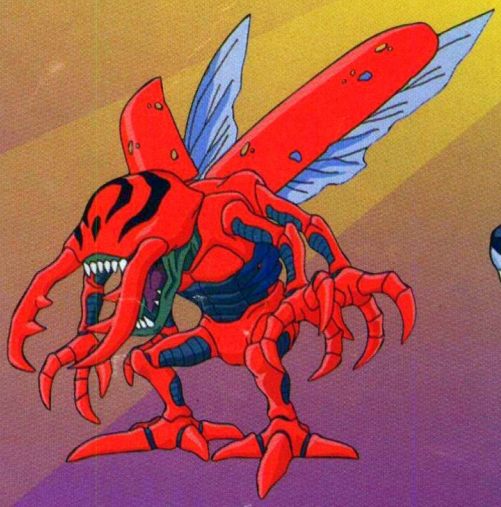
#11 Tentomon

#14 Patamon



#17 Shellmon

#12 Palmon

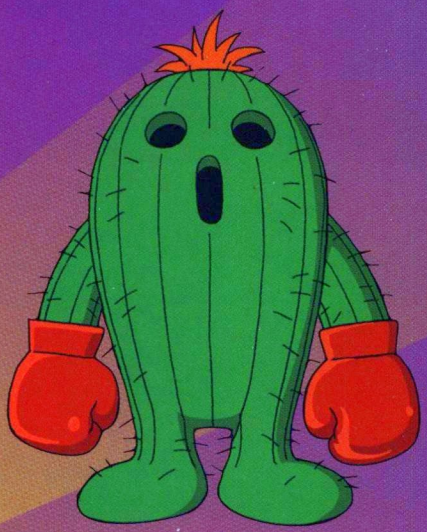


#15 Kuwagamon

#18 Garurumon

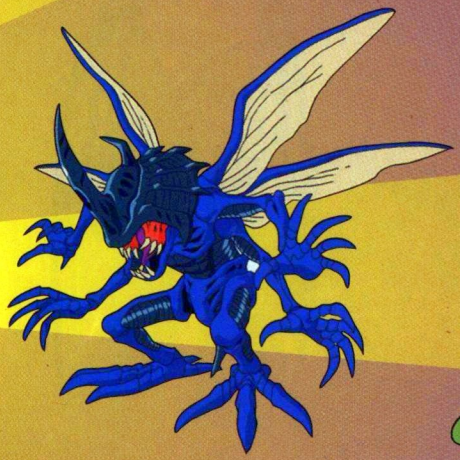
#19 Seadramon

#22 Meramon



#25 Togemon

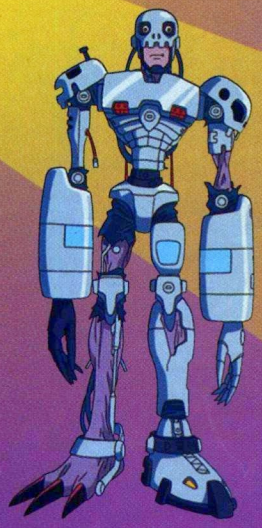
#20 Monochromon



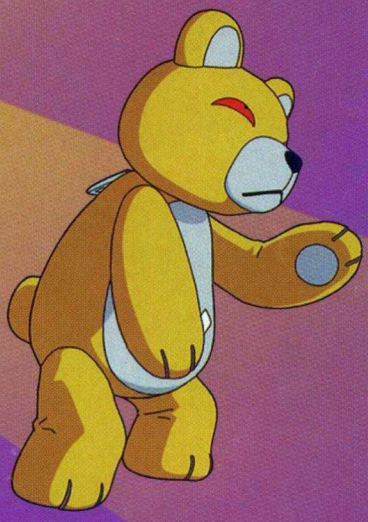
#23 Kabuterimon

#26 Numemon

#21 Birdramon



#24 Andromon

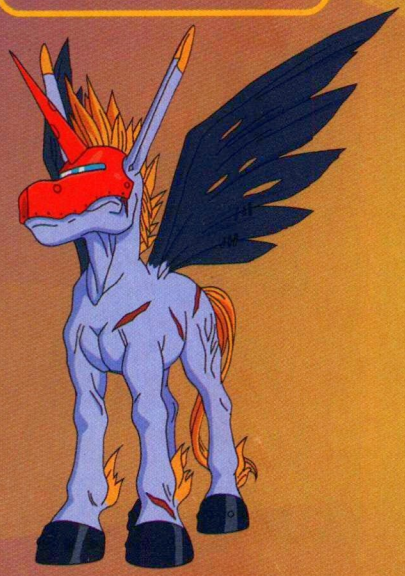


#27 Monzaemon

#28 Ikkakumon

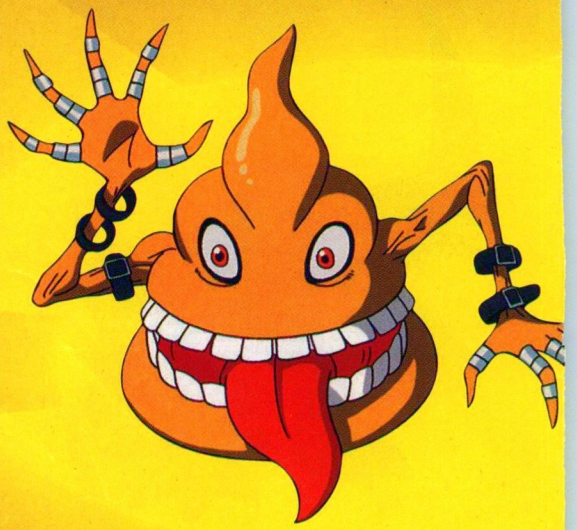
#31 Ogremon

#34 Mojyamon



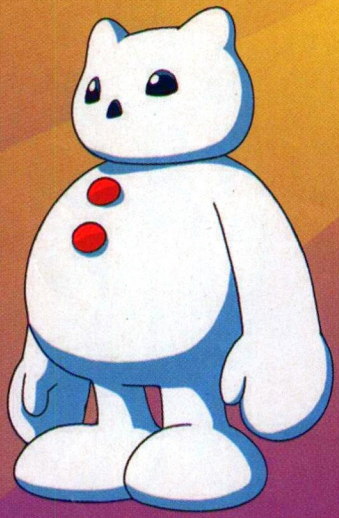
#29 Unimon

#32 Devimon

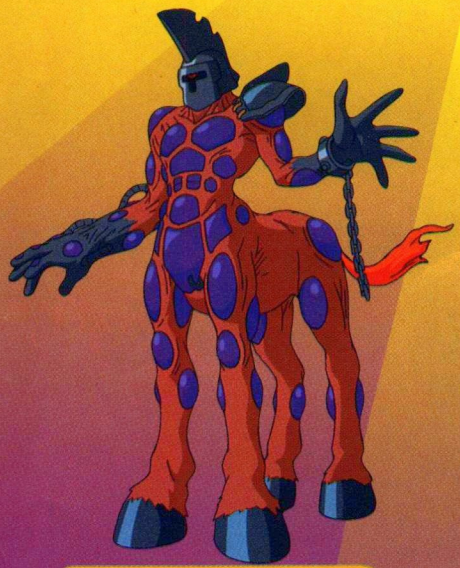


#35 Sukamon

#30 Leomon

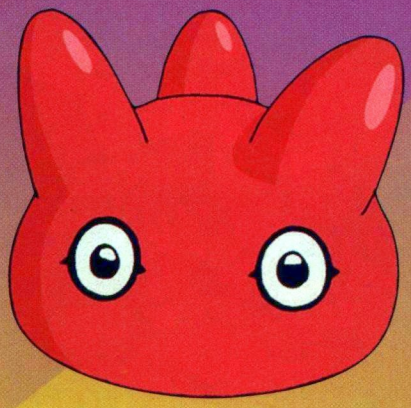


#33 Frigimon

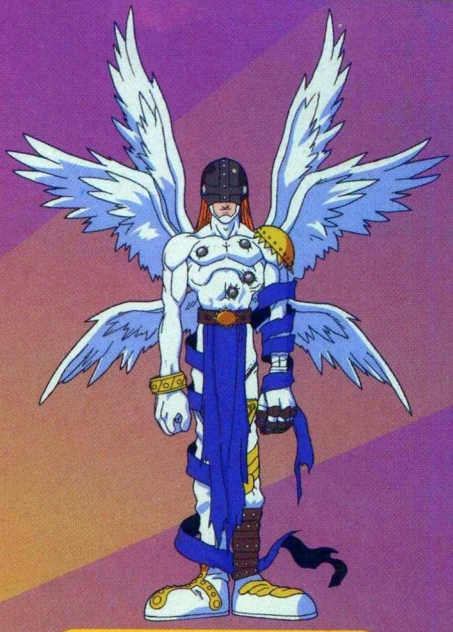


#36 Centarumon

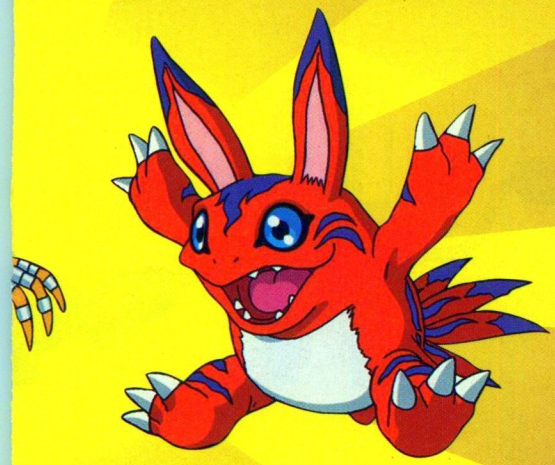
#37 Bakemon



#40 Punimon



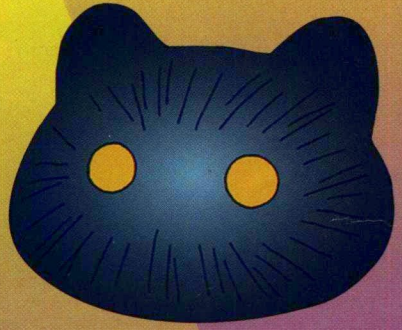
#43 Angemon



#38 Elecmon

#41 Poyomon

#44 Whamon

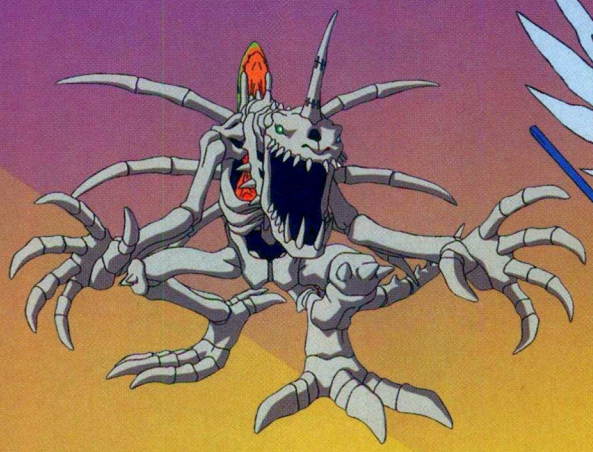


#39 Botamon

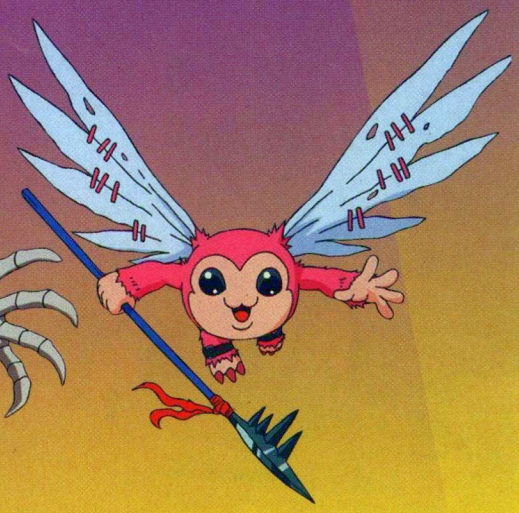
#42 Yuramon

#45 Drimogemon

#46 Etemon

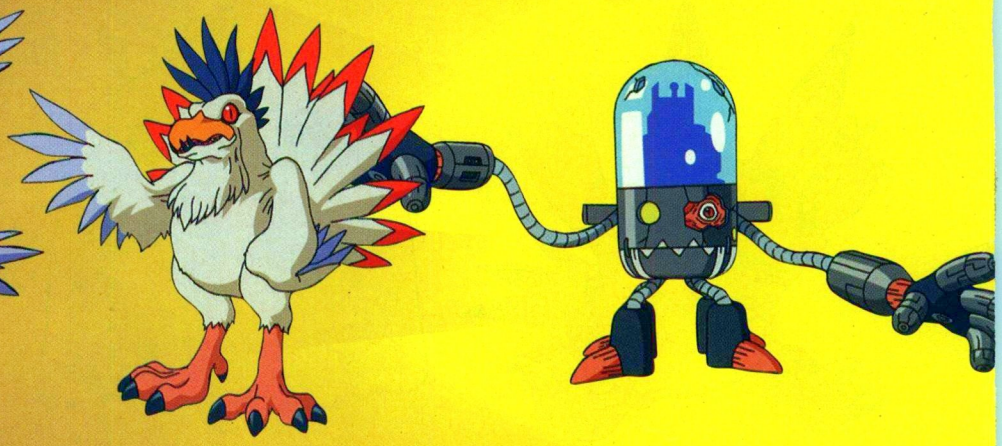


#49 SkullGreymon



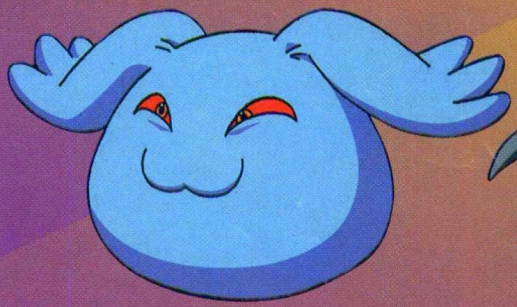
#52 Piximon

#47 Gazimon

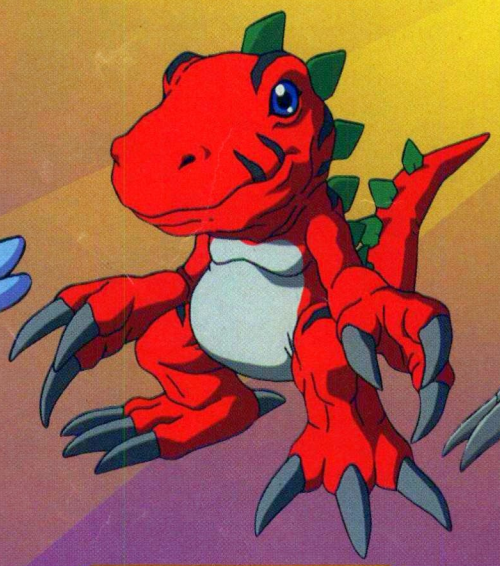


#50 Kokatorimon

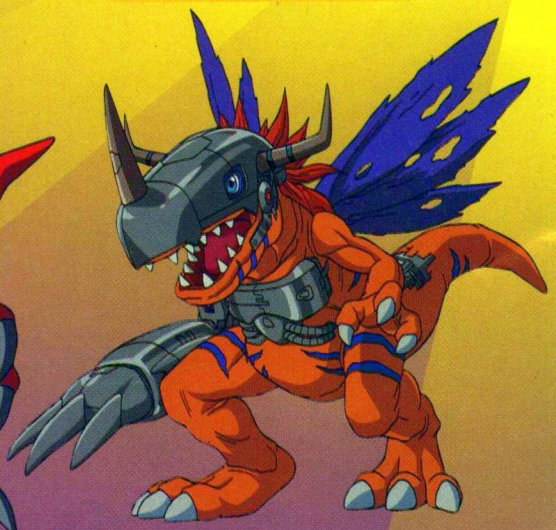
#53 Datamon



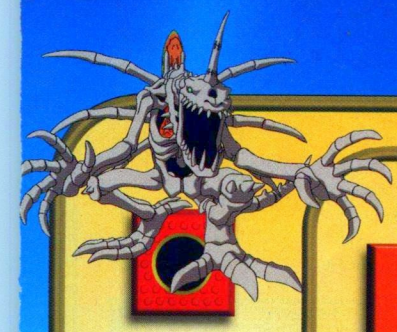
#48 Pagumon



#51 Tyrannomon



#54 MetalGreymon ★



DIGIMON BECKETT DIGIMON COLLECTOR

PRICE GUIDE & CHECKLIST

HOW TO USE

What the Columns Mean

The LO and HI columns reflect current retail selling ranges. The HI column on the right generally represents the full retail selling price. The LO column on the left generally represents the lowest price one would expect to find with extensive shopping.

What the Arrows Mean

Up arrows denote prices that went up since the last issue. Down arrows denote prices that went down since the last issue. Arrows don't mean a card or set is "going up" or "going down."

Grading

All cards and toys in the Price Guide are based on Mint condition. Damaged cards are generally sold for 25 to 75 percent of Mint value. Toys that are loose (out of package), are generally sold for 50 percent of the listed price.

Legend

(C) - Common card. These cards come five per Digi-Battle pack.

(R) - Rare card. These cards come one per Digi-Battle pack.

(U) - Uncommon card. These cards come two per Digi-Battle pack.

HOLO - Holographic card. Some collectors also call these Holofoil cards.

Digi-Battle 1st Edition Ser.1 Booster Bandai/Upper Deck

	PRICE RANGE	
Complete Set (54)	**$75.00**	**$125.00**
Unopened Box (36)	**$70.00**	**$100.00**
Unopened Pack (8 cards)	**$3.00**	**$5.00**
Pack Odds: Holographic 1:3 packs, Gold Stamp 1:7 packs		

❑ BO-01 MetalGreymon (R)	$3.00	$5.00
❑ BO-02 Devimon (R)	$2.00	$4.00
❑ BO-03 Leomon (R)	$2.00	$4.00
❑ BO-04 Ogremon (C)	$0.25	$0.50
❑ BO-05 Meramon (C)	$0.25	$0.50
❑ BO-06 Seadramon (C)	$0.50	$1.00
❑ BO-07 Frigimon (C)	$0.50	$1.00
❑ BO-08 ShogunGekomon (U)	$0.50	$1.00

❑ BO-09 Shellmon (C)	$0.50	$1.00
❑ BO-10 Drimogemon (C)	$0.25	$0.50
❑ BO-11 Andromon (R)	$2.00	$4.00
❑ BO-12 Monochromon (C)	$0.25	$0.50
❑ BO-13 Kuwagamon (C)	$0.50	$1.00
❑ BO-14 Mojyamon (C)	$0.50	$1.00
❑ BO-15 Gatomon (gold stamp) (R)	$12.00	$20.00
❑ BO-16 Angewomon (R)	$2.00	$4.00
❑ BO-17 Magnadramon (R)	$3.00	$5.00
❑ BO-18 Ebidramon (C)	$0.25	$0.50
❑ BO-19 Gorillamon (C)	$0.25	$0.50
❑ BO-20 Vilemon (C)	$0.25	$0.50
❑ BO-21 Minotarumon (C)	$0.25	$0.50
❑ BO-22 LadyDevimon (R)	$2.00	$4.00
❑ BO-23 Roachmon (C)	$0.25	$0.50
❑ BO-24 Asuramon (R)	$2.00	$4.00

❑ BO-25 Snilmon (C)	$0.25	$0.50
❑ BO-26 Jagamon (U)	$0.50	$1.00
❑ BO-27 MetalEtemon (holo) (R)	$6.00	$10.00
❑ BO-28 Crabmon (C)	$0.25	$0.50
❑ BO-29 Syakomon (C)	$0.25	$0.50
❑ BO-30 Gesomon (C)	$0.25	$0.50
❑ BO-31 MegaSeadramon (U)	$0.50	$1.00
❑ BO-32 Scorpiomon (U)	$0.50	$1.00
❑ BO-33 Dragomon (U)	$0.50	$1.00
❑ BO-34 MarineAngemon (gold stamp) (R)	$8.00	$15.00
❑ BO-35 MetalSeadramon (holo) (R)	$6.00	$10.00
❑ BO-36 Tapirmon (C)	$0.25	$0.50
❑ BO-37 Pumpkin (U)	$0.50	$1.00
❑ BO-38 Myotismon (U)	$1.00	$2.00
❑ BO-39 Phantomon (U)	$1.00	$2.00
❑ BO-40 SkullMammothmon (R)	$3.00	$5.00

❑ BO-41 Boltmon (gold stamp) (R)	$8.00	$15.00
❑ BO-42 Piedmon (holo) (R)	$6.00	$10.00
❑ BO-43 Fly-Trap (U)	$0.35	$0.75
❑ BO-44 Coral Rip (U)	$0.35	$0.75

❑ BO-45 Aquatic Attack (C)	$0.10	$0.25
❑ BO-46 Fly Away (C)	$0.10	$0.25
❑ BO-47 Iron Drill (C)	$0.10	$0.25
❑ BO-48 Organic Enhancer (U)	$0.35	$0.75
❑ BO-49 Option Eater (C)	$0.10	$0.25
❑ BO-50 Power Freeze (C)	$0.10	$0.25
❑ BO-51 Even Steven (U)	$0.35	$0.75
❑ BO-52 Bomb Dive (R)	$1.00	$2.00
❑ BO-53 Digiruption (R)	$1.00	$2.00
❑ BO-54 Depth Charge (R)	$1.00	$3.00

Digi-Battle Unlimited Edition Series 1 Booster Bandai/Upper Deck

Complete Set (60)	**$75.00**	**$125.00**
Unopened Pack (8 cards)	**$2.50**	**$4.00**
Pack Odds: Holographic 1:3 packs, Gold Stamp 1:7 packs		
❑ BO-01 MetalGreymon (R)	$2.50	$4.50
❑ BO-02 Devimon (R)	$2.00	$3.50

❑ BO-03 Leomon (R)	$2.00	$3.50
❑ BO-04 Ogremon (C)	$0.25	$0.50
❑ BO-05 Meramon (C)	$0.25	$0.50
❑ BO-06 Seadramon (C)	$0.35	$0.75
❑ BO-07 Frigimon (C)	$0.35	$0.75
❑ BO-08 ShogunGekomon (U)	$0.50	$0.75
❑ BO-09 Shellmon (C)	$0.50	$0.75
❑ BO-10 Drimogemon (C)	$0.25	$0.50
❑ BO-11 Andromon (R)	$2.00	$3.00
❑ BO-12 Monochromon (C)	$0.25	$0.50
❑ BO-13 Kuwagamon (C)	$0.50	$0.75
❑ BO-14 Mojyamon (C)	$0.50	$0.75
❑ BO-15 Gatomon (gold stamp) (R)	$9.00	$15.00
❑ BO-16 Angewomon (R)	$2.00	$4.00
❑ BO-17 Magnadramon (R)	$2.00	$4.00
❑ BO-18 Ebidramon (C)	$0.25	$0.50
❑ BO-19 Gorillamon (C)	$0.25	$0.50
❑ BO-20 Vilemon (C)	$0.25	$0.50
❑ BO-21 Minotarumon (C)	$0.25	$0.50
❑ BO-22 LadyDevimon (R)	$1.50	$3.00
❑ BO-23 Roachmon (C)	$0.25	$0.50
❑ BO-24 Asuramon (R)	$2.00	$3.00
❑ BO-25 Snilmon (C)	$0.25	$0.50
❑ BO-26 Jagamon (U)	$0.50	$0.75
❑ BO-27 MetalEtemon (holo) (R)	$5.00	$8.00

❑ BO-28 Crabmon (C)	$0.25	$0.50
❑ BO-29 Syakomon (C)	$0.25	$0.50
❑ BO-30 Gesomon (C)	$0.25	$0.50
❑ BO-31 MegaSeadramon (U)	$0.50	$1.00
❑ BO-32 Scorpiomon (U)	$0.50	$0.75
❑ BO-33 Dragomon (U)	$0.50	$0.75
❑ BO-34 MarineAngemon (gold stamp) (R)	$7.00	$12.00
❑ BO-35 MetalSeadramon (holo) (R)	$5.00	$8.00
❑ BO-36 Tapirmon (C)	$0.25	$0.50
❑ BO-37 Pumpkin (U)	$0.50	$0.75
❑ BO-38 Myotismon (U)	$1.00	$2.00
❑ BO-39 Phantomon (U)	$1.00	$2.00
❑ BO-40 SkullMammothmon (R)	$2.00	$4.00
❑ BO-41 Boltmon (gold stamp) (R)	$7.00	$10.00
❑ BO-42 Piedmon (holo) (R)	$5.00	$8.00
❑ BO-43 Fly-Trap (U)	$0.35	$0.75
❑ BO-44 Coral Rip (U)	$0.35	$0.75
❑ BO-45 Aquatic Attack (C)	$0.10	$0.25
❑ BO-46 Fly Away (C)	$0.10	$0.25
❑ BO-47 Iron Drill (C)	$0.10	$0.25
❑ BO-48 Organic Enhancer (U)	$0.35	$0.75
❑ BO-49 Option Eater (C)	$0.10	$0.25

❑ BO-50 Power Freeze (C)	$0.10	$0.25
❑ BO-51 Even Steven (U)	$0.35	$0.75
❑ BO-52 Bomb Dive (R)	$1.00	$2.00
❑ BO-53 Digiruption (R)	$1.00	$2.00
❑ BO-54 Depth Charge (R)	$1.00	$3.00
❑ ST-45S Bakemon (holo) (R)	$5.00	$8.00

❑ ST-46S Mammothmon (holo) (R)	$5.00	$8.00
❑ ST-47S WereGarurumon (holo) (R)	10.00	$15.00
❑ ST-48S SkullMeramon (holo) (R)	$5.00	$8.00
❑ ST-53S Metal Attack (holo) (R)	$3.00	$6.00
❑ ST-57S Downgrade (holo) (R)	$3.00	$6.00

Digi-Battle 1st Edition Series 2 Booster Bandai/Upper Deck

Complete Set (54)
Unopened Box (36)
Unopened Pack (8 cards)
Pack Odds: Holographic 1:3 packs, Gold Stamp 1:7 packs

❑ BO-55 Machinedramon	N/A
❑ BO-56 Kokatorimon	N/A
❑ BO-57 Etemon	N/A

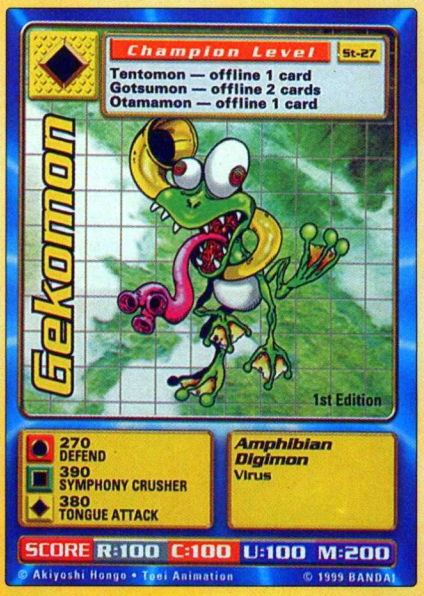
❑ BO-58 Whamon	N/A	
❑ BO-59 Sukamon	N/A	
❑ BO-60 Gazimon	N/A	
❑ BO-61 Elecmon	N/A	
❑ BO-62 Monzaemon	N/A	
❑ BO-63 Numemon	N/A	
❑ BO-64 Mamemon	N/A	
❑ BO-65 MetalMamemon	N/A	
❑ BO-66 Tyrannomon	N/A	
❑ BO-67 Datamon	N/A	
❑ BO-68 Giromon	N/A	
❑ BO-69 Megadramon	N/A	
❑ BO-70 Digitalmamon	N/A	
❑ BO-71 Gizamon	N/A	
❑ BO-72 Raremon	N/A	
❑ BO-73 ExTyrannomon	N/A	
❑ BO-74 Deltamon	N/A	
❑ BO-75 Tuskmon	N/A	
❑ BO-76 Myotismon	N/A	
❑ BO-77 Gatomon	N/A	

❑ BO-78 Cyclonemon	N/A	
❑ BO-79 DarkTyrannomon	N/A	
❑ BO-80 MetalGreymon	N/A	
❑ BO-81 Floramon	N/A	
❑ BO-82 Mushroomon	N/A	
❑ BO-83 Veedramon	N/A	
❑ BO-84 Togemon	N/A	
❑ BO-85 Kiwimon	N/A	
❑ BO-86 Woodmon	N/A	
❑ BO-87 RedVegimon	N/A	
❑ BO-88 AeroVeedramon	N/A	
❑ BO-89 Garudamon	N/A	
❑ BO-90 Blossomon	N/A	
❑ BO-91 Deramon	N/A	
❑ BO-92 Cherrymon	N/A	
❑ BO-93 Garbagemon	N/A	
❑ BO-94 Phoenixmon	N/A	
❑ BO-95 Gryphonmon	N/A	
❑ BO-96 Puppetmon	N/A	
❑ BO-97 Digivice Green	N/A	
❑ BO-98 Digivice Red & Yellow	N/A	
❑ BO-99 Crest Tag	N/A	
❑ BO-100 Crest of Courage	N/A	
❑ BO-101 Crest of Reliability	N/A	
❑ BO-102 Crest of Sincerity	N/A	
❑ BO-103 Crest of Friendship	N/A	
❑ BO-104 Black Gears	N/A	
❑ BO-105 Flood	N/A	
❑ BO-106 Meat	N/A	
❑ BO-107 Waterproof	N/A	
❑ BO-108 Pluck	N/A	

Digi-Battle Series 1 Starter

Starter Deck (62)	**$10.00**	**$16.00**
❑ ST-01 Agumon	$0.50	$1.00
❑ ST-02 Greymon	$0.50	$1.00
❑ ST-03 Biyomon	$0.25	$0.50
❑ ST-04 Birdramon	$0.25	$0.50
❑ ST-05 Gabumon	$0.50	$1.00
❑ ST-06 Garurumon	$0.50	$1.00
❑ ST-07 Tentomon	$0.25	$0.50
❑ ST-08 Kabuterimon	$0.25	$0.50
❑ ST-09 Palmon	$0.25	$0.50
❑ ST-10 Togemon	$0.25	$0.50
❑ ST-11 Gomamon	$0.50	$1.00
❑ ST-12 Ikkakumon	$0.25	$0.50
❑ ST-13 Patamon	$0.50	$1.00
❑ ST-14 Angemon	$0.35	$0.75
❑ ST-15 Nanimon	$0.10	$0.25

❑ ST-16 Unimon	$0.10	$0.25
❑ ST-17 Centarumon	$0.10	$0.25
❑ ST-18 Kunemon	$0.10	$0.25
❑ ST-19 Dokugumon	$0.10	$0.25
❑ ST-20 Musyamon	$0.10	$0.25
❑ ST-21 Kimeramon	$0.10	$0.25



❑ ST-22 Rockmon	$0.10	$0.25
❑ ST-23 Gotsumon	$0.10	$0.25
❑ ST-24 Otamamon	$0.10	$0.25
❑ ST-25 Tortomon	$0.10	$0.25
❑ ST-26 Starmon	$0.10	$0.25
❑ ST-27 Gekomon	$0.10	$0.25
❑ ST-28 MegaKabuterimon	$0.25	$0.50
❑ ST-29 Triceramon	$0.10	$0.25
❑ ST-30 Piximon	$0.25	$0.50
❑ ST-31 Okuwamon	$0.10	$0.25
❑ ST-32 SkullGreymon	$0.25	$0.50
❑ ST-33 HerculesKabuterimon (holo)	$1.50	$3.00
❑ ST-34 SaberLeomon (holo)	$4.00	$7.00
❑ ST-35 Dolphmon	$0.10	$0.25
❑ ST-36 Coelamon	$0.10	$0.25
❑ ST-37 Octomon	$0.10	$0.25
❑ ST-38 Zudomon	$0.10	$0.25
❑ ST-39 MarineDevimon	$0.10	$0.25

❑ ST-40	Pukumon	$0.10	$0.25
❑ ST-41	Candlemon	$0.10	$0.25
❑ ST-42	DemiDevimon	$0.10	$0.25
❑ ST-43	Apemon	$0.10	$0.25
❑ ST-44	Wizardmon	$0.10	$0.25
❑ ST-45	Bakemon	$0.10	$0.25
❑ ST-46	Mammothmon	$0.10	$0.25
❑ ST-47	WereGarurumon	$0.10	$0.25
❑ ST-48	SkullGreymon	$0.10	$0.25
❑ ST-49	Red Offensive	$0.10	$0.25
❑ ST-50	Yellow Offensive	$0.10	$0.25
❑ ST-51	Green Offensive	$0.10	$0.25
❑ ST-52	Blitz	$0.10	$0.25
❑ ST-53	Metal Attack	$0.10	$0.25
❑ ST-54	Counter Attack	$0.10	$0.25
❑ ST-55	Digivolve to Champion	$0.10	$0.25
❑ ST-56	Ultra Digivolve (Metal Greymon) (holo)	$1.00	$3.00
❑ ST-57	Downgrade	$0.10	$0.25
❑ ST-58	Digi-Duel	$0.10	$0.25
❑ ST-59	Digivice Red	$0.10	$0.25
❑ ST-60	Digivice Green & Yellow	$0.10	$0.25
❑ ST-61	Digivice Red & Green	$0.10	$0.25
❑ ST-62	Digivice Yellow	$0.10	$0.25

JAPANESE Digimon

Japanese Blue Starter
Bandai

	Complete Boxed Set (38)	**$15.00**	**$25.00**
❑ ST-1	Agumon	$0.50	$1.00
❑ ST-2	Greymon	$0.50	$1.00
❑ ST-3	Biyomon	$0.25	$0.50
❑ ST-4	Birdramon	$0.25	$0.50
❑ ST-9	Palmon	$0.50	$0.75
❑ ST-10	Togemon	$0.25	$0.50
❑ ST-11	Gomamon	$0.50	$1.00
❑ ST-12	Ikkakumon	$0.25	$0.50
❑ ST-14	Angemon	$0.50	$0.75
❑ ST-19	Dokugumon	$0.25	$0.50
❑ ST-22	Rockmon	$0.25	$0.50

❑ ST-23	Gotsumon	$0.25	$0.50
❑ ST-24	Otamamon	$0.25	$0.50
❑ ST-26	Starmon	$0.25	$0.50
❑ ST-27	Gekomon	$0.25	$0.50

❑ ST-29	Triceramon	$0.25	$0.50
❑ ST-30	Piximon	$0.50	$0.75
❑ ST-31	Okuwamon	$0.50	$0.75
❑ ST-34	Leomon (gold stamp)	$7.00	$10.00
❑ ST-35	Dolphmon	$0.25	$0.50
❑ ST-36	Coelamon	$0.25	$0.50
❑ ST-37	Octomon	$0.25	$0.50
❑ ST-38	Zudomon	$0.25	$0.50
❑ ST-39	MarineDevimon	$0.25	$0.50
❑ ST-41	Candlemon	$0.25	$0.50
❑ ST-42	DemiDevimon	$0.25	$0.50
❑ ST-43	Apemon	$0.25	$0.50
❑ ST-44	Wizardmon	$0.25	$0.75
❑ ST-45	Bakemon	$0.25	$0.50
❑ ST-48	SkullMeramon	$0.25	$0.50
❑ ST-49	Plug-In Red	$0.10	$0.25
❑ ST-50	Plug-In Green	$0.10	$0.25
❑ ST-52	Blitz	$0.25	$0.50
❑ ST-55	Ultra Digivolve (Metal Greymon) (holo)	$3.00	$5.00
❑ ST-56	Downgrade (Gatomon)	$0.25	$0.75
❑ ST-57	Digi-Duel	$0.50	$0.50
❑ ST-58	Red Offensive	$0.10	$0.25

TRADING CARDS

Animated Series Exclusive Preview Bandai/Upper Deck

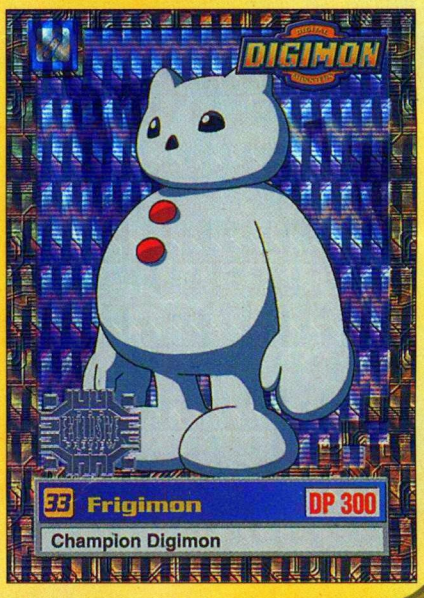
Complete Set (34)	**$9.00**	**$18.00**
Unopened Box (24 ct)	**$45.00**	**$65.00**
Unopened Pack (7 cards)	**$2.50**	**$3.50**

❑ 1	Selected Kids!	$0.25	$0.50
❑ 2	Ready for battle! Rookies!!	$0.50	$0.75
❑ 3	Digivolve! Champions!!	$0.50	$0.75
❑ 4	Tai & Koromon	$0.50	$1.00
❑ 5	Matt & Tsunomon	$0.50	$0.75
❑ 6	Sora & Yokomon	$0.50	$0.75
❑ 7	Izzy & Motimon	$0.50	$0.75
❑ 8	Mimi & Tanemon	$0.50	$0.75
❑ 9	Joe & Bukamon	$0.50	$0.75
❑ 10	T.K. & Tokomon	$0.50	$0.75
❑ 11	Agumon	$0.50	$1.00
❑ 12	Gabumon	$0.50	$0.75
❑ 13	Biyomon	$0.50	$0.75
❑ 14	Tentomon	$0.50	$0.75
❑ 15	Palmon	$0.50	$0.75
❑ 16	Gomamon	$0.50	$1.00
❑ 17	Patamon	$0.50	$0.75
❑ 18	Kuwagamon	$0.50	$0.75
❑ 19	Greymon	$0.50	$1.00
❑ 20	Garurumon	$0.50	$0.75
❑ 21	Seadramon	$0.25	$0.50
❑ 22	Monochromon	$0.25	$0.50
❑ 23	Birdramon	$0.25	$0.50
❑ 24	Meramon	$0.25	$0.50
❑ 25	Kabuterimon	$0.25	$0.50
❑ 26	Togemon	$0.25	$0.50
❑ 27	Ikkakumon	$0.25	$0.50
❑ 28	Leomon	$0.25	$0.50

❑ 29	Ogremon	$0.25	$0.50
❑ 30	Devimon	$0.25	$0.50
❑ 31	Frigimon	$0.50	$0.75
❑ 32	Bakemon	$0.25	$0.50
❑ 33	Angemon	$0.50	$0.75
❑ 34	Cockatrimon (Error)	$0.50	$1.00
❑ NNO	Checklist	$0.10	$0.25

Animated Exclusive Preview Silver Foil

Insert Set (34)	**$18.00**	**$35.00**
Pack Odds: 1:1		



❑ 1	Selected Kids!	$0.50	$1.00
❑ 2	Ready for battle! Rookies!!	$1.00	$1.50
❑ 3	Digivolve! Champions!!	$1.00	$1.50
❑ 4	Tai & Koromon	$1.00	$2.00
❑ 5	Matt & Tsunomon	$1.00	$1.50
❑ 6	Sora & Yokomon	$1.00	$1.50
❑ 7	Izzy & Motimon	$1.00	$1.50
❑ 8	Mimi & Tanemon	$1.00	$1.50
❑ 9	Joe & Bukamon	$1.00	$1.50
❑ 10	T.K. & Tokomon	$1.00	$1.50
❑ 11	Agumon	$1.00	$2.00
❑ 12	Gabumon	$1.00	$1.50
❑ 13	Biyomon	$1.00	$1.50
❑ 14	Tentomon	$1.00	$1.50
❑ 15	Palmon	$1.00	$1.50

❑ 16	Gomamon	$1.00	$2.00
❑ 17	Patamon	$1.00	$1.50
❑ 18	Kuwagamon	$1.00	$1.50
❑ 19	Greymon	$1.00	$2.00
❑ 20	Garurumon	$1.00	$1.50
❑ 21	Seadramon	$0.50	$1.00
❑ 22	Monochromon	$0.50	$1.00
❑ 23	Birdramon	$0.50	$1.00

❑ 24	Meramon	$0.50	$1.00
❑ 25	Kabuterimon	$0.50	$1.00
❑ 26	Togemon	$0.50	$1.00
❑ 27	Ikkakumon	$0.50	$1.00
❑ 28	Leomon	$0.50	$1.00
❑ 29	Ogremon	$0.50	$1.00
❑ 30	Devimon	$0.50	$1.00
❑ 31	Frigimon	$0.50	$1.50
❑ 32	Bakemon	$0.50	$1.00
❑ 33	Angemon	$0.50	$1.50
❑ 34	Cockatrimon (Error)	$1.00	$2.00

Animated Exclusive Preview Gold Numbered

Bandai/Upper Deck
Pack Odds: Unknown; (Sequentially Numbered to 100)

❑ 1	Selected Kids!	$75.00	$125.00
❑ 2	Ready for battle! Rookies!!	$75.00	$125.00
❑ 3	Digivolve! Champions!!	$75.00	$125.00
❑ 4	Tai & Koromon	$100.00	$150.00
❑ 5	Matt & Tsunomon	$75.00	$125.00
❑ 6	Sora & Yokomon	$75.00	$125.00
❑ 7	Izzy & Motimon	$75.00	$125.00

❑ 8	Mimi & Tanemon	$75.00	$125.00
❑ 9	Joe & Bukamon	$75.00	$125.00
❑ 10	T.K. & Tokomon	$75.00	$125.00
❑ 11	Agumon	$125.00	$200.00
❑ 12	Gabumon	$100.00	$150.00
❑ 13	Biyomon	$75.00	$135.00
❑ 14	Tentomon	$75.00	$125.00
❑ 15	Palmon	$75.00	$125.00
❑ 16	Gomamon	$75.00	$125.00
❑ 17	Patamon	$75.00	$125.00
❑ 18	Kuwagamon	$75.00	$125.00
❑ 19	Greymon	$125.00	$200.00
❑ 20	Garurumon	$125.00	$200.00
❑ 21	Seadramon	$100.00	$175.00
❑ 22	Monochromon	$100.00	$150.00
❑ 23	Birdramon	$75.00	$125.00
❑ 24	Meramon	$75.00	$125.00
❑ 25	Kabuterimon	$75.00	$125.00
❑ 26	Togemon	$75.00	$125.00
❑ 27	Ikkakumon	$75.00	$125.00
❑ 28	Leomon	$75.00	$125.00
❑ 29	Ogremon	$75.00	$135.00
❑ 30	Devimon	$75.00	$125.00
❑ 31	Frigimon	$75.00	$125.00
❑ 32	Bakemon	$75.00	$125.00
❑ 33	Angemon	$75.00	$125.00
❑ 34	Cockatrimon	$100.00	$150.00

Animated Exclusive Preview Ultimate Digimon

Complete Set (8) **$75.00** **$110.00**
Pack Odds 1:11

❑ U1	Andromon	$10.00	$15.00
❑ U2	Monzaemon	$10.00	$15.00
❑ U3	Etemon	$10.00	$15.00
❑ U4	SkullGreymon	$10.00	$15.00
❑ U5	Piximon	$10.00	$15.00

❑ U6	MetalGreymon	$15.00	$25.00
❑ U7	WereGarurumon	$12.00	$20.00
❑ U8	MegaKabuterimon	$10.00	$15.00

Animated Series Regular Edition

Bandai/Upper Deck

Complete Set (34)	**$7.00**	**$12.00**
Unopened Box (24 ct)	**$38.00**	**$50.00**
Unopened Pack (7 cards)	**$2.00**	**$3.00**

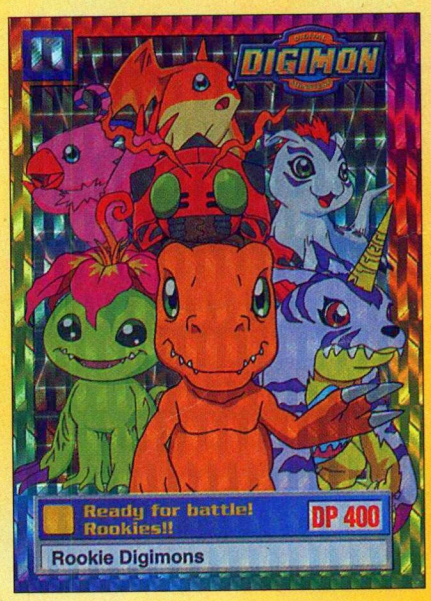
❑ 1	Selected Kids!	$0.25	$0.50
❑ 2	Ready for battle! Rookies!!	$0.25	$0.50
❑ 3	Digivolve! Champions!!	$0.25	$0.50
❑ 4	Tai & Koromon	$0.25	$0.75
❑ 5	Matt & Tsunomon	$0.25	$0.50
❑ 6	Sora & Yokomon	$0.25	$0.50
❑ 7	Izzy & Motimon	$0.25	$0.50
❑ 8	Mimi & Tanemon	$0.25	$0.50
❑ 9	Joe & Bukamon	$0.25	$0.50
❑ 10	T.K. & Tokomon	$0.25	$0.50
❑ 11	Agumon	$0.50	$0.75
❑ 12	Gabumon	$0.25	$0.50
❑ 13	Biyomon	$0.25	$0.50
❑ 14	Tentomon	$0.25	$0.50
❑ 15	Palmon	$0.25	$0.50
❑ 16	Gomamon	$0.50	$0.75
❑ 17	Patamon	$0.25	$0.50
❑ 18	Kuwagamon	$0.25	$0.50
❑ 19	Greymon	$0.50	$0.75

❑ 20	Garurumon	$0.25	$0.50
❑ 21	Seadramon	$0.10	$0.25
❑ 22	Monochromon	$0.10	$0.25
❑ 23	Birdramon	$0.10	$0.25
❑ 24	Meramon	$0.10	$0.25
❑ 25	Kabuterimon	$0.10	$0.25
❑ 26	Togemon	$0.10	$0.25
❑ 27	Ikkakumon	$0.10	$0.25
❑ 28	Leomon	$0.10	$0.25
❑ 29	Ogremon	$0.10	$0.25
❑ 30	Devimon	$0.10	$0.25
❑ 31	Frigimon	$0.10	$0.25
❑ 32	Bakemon	$0.10	$0.25
❑ 33	Angemon	$0.25	$0.50
❑ 34	Cockatrimon (Corrected)	$0.10	$0.25
❑ NNO	Checklist	$0.10	$0.25

Animated Regular Edition Silver Foil

Insert Set (34)	**$15.00**	**$25.00**
Pack Odds: 1:1		

❑ 1	Selected Kids!	$0.35	$0.75
❑ 2	Ready for battle! Rookies!!	$0.50	$1.00
❑ 3	Digivolve! Champions!!	$0.50	$1.00
❑ 4	Tai & Koromon	$0.75	$1.50
❑ 5	Matt & Tsunomon	$0.50	$1.00
❑ 6	Sora & Yokomon	$0.50	$1.00
❑ 7	Izzy & Motimon	$0.50	$1.00
❑ 8	Mimi & Tanemon	$0.50	$1.00
❑ 9	Joe & Bukamon	$0.50	$1.00
❑ 10	T.K. & Tokomon	$0.50	$1.00
❑ 11	Agumon	$0.75	$1.50
❑ 12	Gabumon	$0.50	$1.00
❑ 13	Biyomon	$0.50	$1.00
❑ 14	Tentomon	$0.50	$1.00
❑ 15	Palmon	$0.50	$1.00
❑ 16	Gomamon	$0.75	$1.50
❑ 17	Patamon	$0.50	$1.00



❑ 18	Kuwagamon	$0.50	$1.00
❑ 19	Greymon	$0.75	$1.50
❑ 20	Garurumon	$0.50	$1.00
❑ 21	Seadramon	$0.25	$0.50
❑ 22	Monochromon	$0.25	$0.50
❑ 23	Birdramon	$0.25	$0.50
❑ 24	Meramon	$0.25	$0.50
❑ 25	Kabuterimon	$0.25	$0.50

❑ 26	Togemon	$0.25	$0.50
❑ 27	Ikkakumon	$0.25	$0.50
❑ 28	Leomon	$0.25	$0.50
❑ 29	Ogremon	$0.25	$0.50
❑ 30	Devimon	$0.25	$0.50

❑ 31	Frigimon	$0.25	$0.50
❑ 32	Bakemon	$0.25	$0.50
❑ 33	Angemon	$0.50	$1.00
❑ 34	Cockatrimon (Corrected)	$0.25	$0.50

Animated Regular Edition Ultimate Digimon

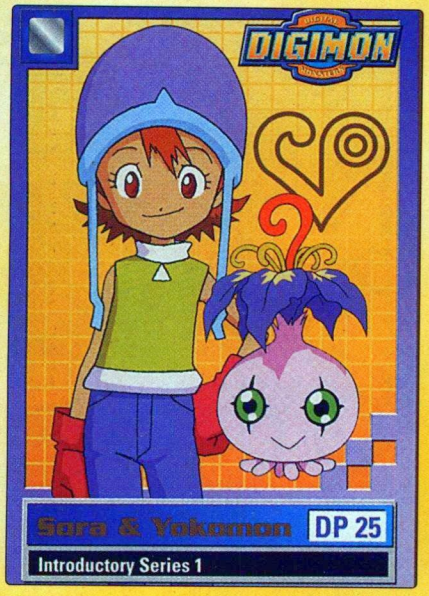
Complete Set (8)	**$50.00**	**$75.00**
Pack Odds 1:11		

❑ U1	Andromon	$6.00	$10.00
❑ U2	Monzaemon	$6.00	$10.00
❑ U3	Etemon	$6.00	$10.00
❑ U4	SkullGreymon	$6.00	$10.00
❑ U5	Piximon	$6.00	$10.00
❑ U6	MetalGreymon	$10.00	$18.00
❑ U7	WereGarurumon	$8.00	$15.00
❑ U8	MegaKabuterimon	$6.00	$10.00

PROMO CARDS

Fox Kids Video Cassette Insert

	Complete Set (7)	**$5.00**	**$10.00**
❑ 1	Tai & Koromon	$1.00	$2.00
❑ 2	Matt & Tsunomon	$0.75	$1.50



❑ 3	Sora & Yokomon	$0.75	$1.50
❑ 4	Izzy & Motimon	$0.75	$1.50
❑ 5	Mimi & Tanemon	$0.75	$1.50

❑ 6	Joe & Bukamon	$0.75	$1.50
❑ 7	T.K. & Tokomon	$0.75	$1.50

TOYS

1 1/2-inch Digimon Figure Sets

❑ SET 1	Agumon, Meramon, Seadramon, Koromon, Greymon, Kuwagamon	$7.00	$10.00
❑ SET 2	Andromon, Garurumon, Numemon, Tsunomon, Kabuterimon, Monochromon	$6.00	$9.00
❑ SET 3	Centarumon, Ogremon, Monzaemon, Birdramon, Frigimon	$6.00	$8.00
❑ SET 4	Leomon, Unimon, Angemon, Devimon	$6.00	$9.00
❑ SET 5	Etemon, Piximon, Vegiemon, Nanimon, MetalGreymon, Whamon	$6.00	$9.00
❑ SET 6	MetalSeadramon, Zudomon, Skull Greymon, Tyrannomon, Vademon	$6.00	$9.00
❑ SET 7	SaberLeomon, Megadramon, MetalEtemon		

2 1/2 Action Feature Digimon

❑	Agumon	$4.00	$6.00
❑	Angemon	$3.00	$5.00
❑	Birdramon	$3.00	$5.00
❑	Devimon	$4.00	$6.00
❑	Gabumon	$5.00	$7.00

❑	Garurumon	$5.00	$7.00
❑	Greymon	$5.00	$7.00
❑	Kabuterimon	$3.00	$5.00
❑	Meramon	$3.00	$5.00
❑	MetalGreymon	$5.00	$7.00
❑	Monzaemon	$5.00	$9.00

❑	Nunemon	$3.00	$5.00
❑	Patamon	$3.00	$5.00
❑	WereGarurumon	$5.00	$9.00

5-inch Digivolving Action Figures

❑	Birdramon	$8.00	$10.00
❑	Garurumon	$10.00	$15.00
❑	Greymon	$9.00	$12.00

❑	Kabuterimon	$8.00	$10.00
❑	Patamon	$8.00	$10.00

Digimon dx Mini-Skateboards

Bandai

Series 1

❑	Angewomon	$4.00	$6.00
❑	DarkTyrannomon	$4.00	$6.00
❑	DemiDevimon	$4.00	$6.00
❑	Garudamon	$4.00	$6.00
❑	Lillymon	$4.00	$6.00
❑	MagnaAngemon	$4.00	$6.00
❑	MegaKabuterimon	$4.00	$6.00
❑	MetalGreymon	$5.00	$8.00
❑	WereGarururmon	$5.00	$8.00
❑	Zudomon	$4.00	$6.00

Japanese Plush 6-inch

❑	Agumon	$12.00	$20.00
❑	Gabumon	$12.00	$20.00

❑	Gomamon	$12.00	$20.00
❑	Palmon	$12.00	$20.00
❑	Patamon	$12.00	$20.00

DIGIMON vs. POKÈMON

Illustration by Bill Alger

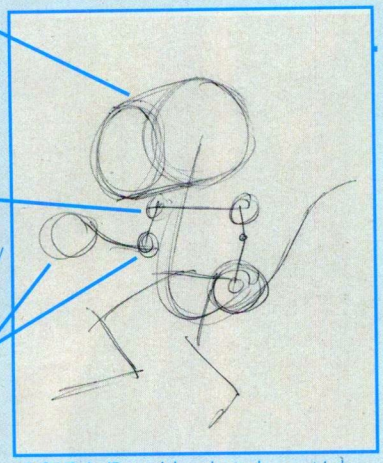
HOW TO DRAW DIGIMON:

GREYMON #16

The large cylinder is going to be the head with a swooping line to define the direction of the body and the tail.

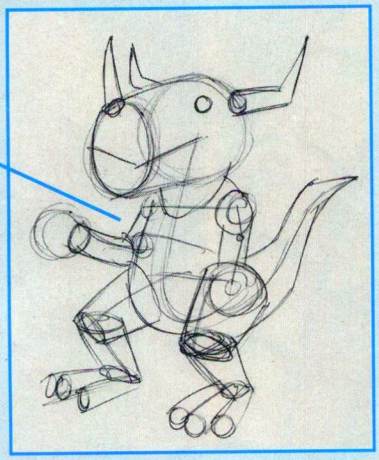
The horizontal lines represent the shoulders and hips so that we can accurately place lines for the arms and legs.

The circles indicate the joints of the shoulders and elbows with medium-sized circles for the hands.



STEP 1: Roughly sketch a stick figure of the basic pose in the drawing.

This step fills in the "skeleton" from Step 1 thereby creating a sense of volume and weight. Try not to add too many curves at this step in order to build a solid structure for Step 3.



STEP 2: See how virtually the whole figure can be "fleshed out" with various sizes and shapes of cylinders.

Avoid the temptation to start with details like the stripes, claws and teeth. Start from large to small, first attending to overall shape and lines of the head and body. Note again how few curves are used even at this stage.

STEP 3: Now the drawing can be detailed and refined.

GREYMON #16

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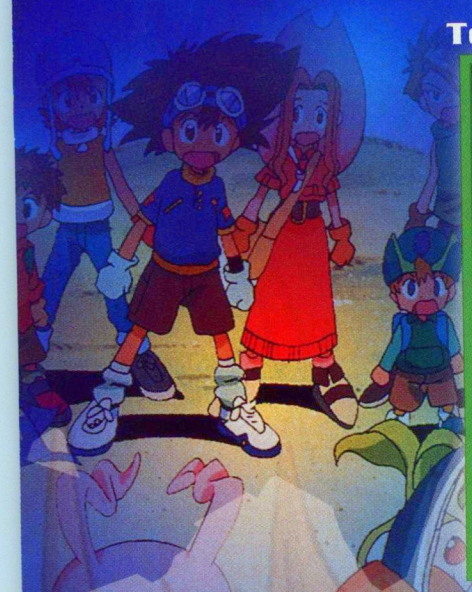

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*Please note that we do not sell cards.

Enter to WIN a Booster Box of 1st Edition Digimon game cards on page 12, or a collection of Digivolving Digimon Action Figures on page 37.

Contest Rules

OFFICIAL RULES

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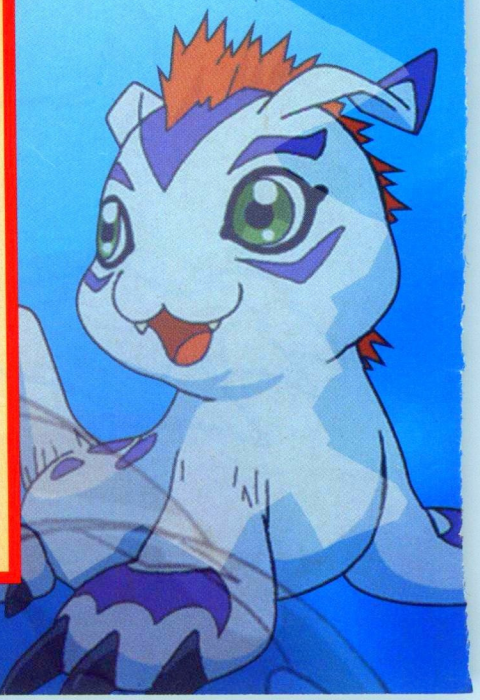

Win a prize that will TRANSFORM your Collection

Here's your chance to win all five transforming Digimon action figures. Just answer the questions below, send in the form and you could be a winner!

Detach, fill out and send in today for your chance to win!

Name one of the Digivolved forms of Greymon_____

Name one of the Digivolved forms of Garurumon_____

Name_____

Address_____

City_____ State_____ ZIP_____

E-mail_____ Birthdate ____/____/____
Mo. Yr.

- One entry per person. -

See page 36 for official contest rules.
One winner will be randomly drawn from all completed entries submitted.
Entries must be received by June 10, 2000.

Please mail to:
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Digimon Figures Contest,
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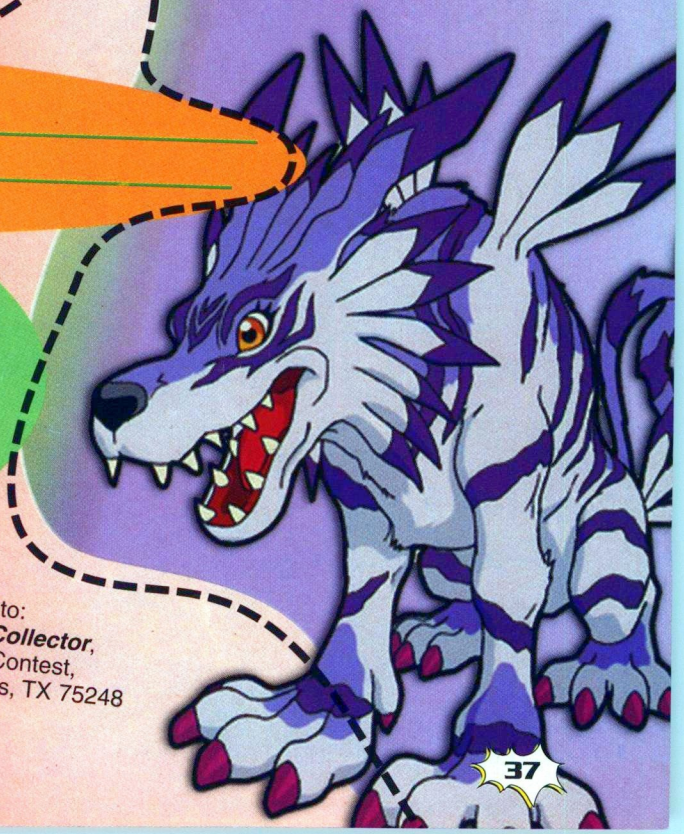

DIGITAL
DIGIMON
MONSTERS
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Gotsumon
Otamamon
St-05
Rookie Level
Begin Digivolve
Tortomon
1st Edition
210 DEFEND
360 SPINNING ATTA
370 STRONG CARA
DIGI-BATTLE
CARD GAME
Starter Set • 1st Edition
R:100 C:200 U:300 M:400
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GAMING CARDS

Digi-Battle Series 1 Starter

	Price Range	
Starter Deck (62)	$10.00	$16.00

❑ ST-03 Biyomon $0.25 $0.50

❑ ST-06 Garurumon $0.50 $1.00

❑ ST-01 Agumon $0.50 $1.00

❑ ST-04 Birdramon $0.25 $0.50

❑ ST-07 Tentomon $0.25 $0.50

❑ ST-02 Greymon $0.50 $1.00

❑ ST-05 Gabumon $0.50 $1.00

❑ ST-08 Kabuterimon $0.25 $0.50

❑ ST-09 Palmon $0.25 $0.50

❑ ST-12 Ikkakumon $0.25 $0.50

❑ ST-15 Nanimon $0.10 $0.25

❑ ST-10 Togemon $0.25 $0.50

❑ ST-13 Patamon $0.50 $1.00

❑ ST-16 Unimon $0.10 $0.25

❑ ST-11 Gomamon $0.50 $1.00

❑ ST-14 Angemon $0.35 $0.75

❑ ST-17 Centarumon $0.10 $0.25

❑ ST-18 Kunemon $0.10 $0.25

❑ ST-21 Kimeramon $0.10 $0.25

❑ ST-24 Otamamon $0.10 $0.25

❑ ST-19 Dokugumon $0.10 $0.25

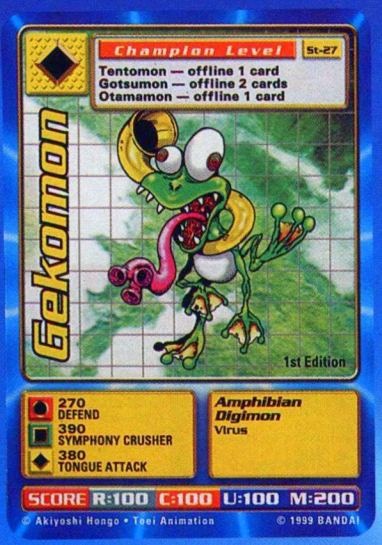
❑ ST-22 Rockmon $0.10 $0.25

❑ ST-25 Tortomon $0.10 $0.25

❑ ST-20 Musyamon $0.10 $0.25

❑ ST-23 Gotsumon $0.10 $0.25

❑ ST-26 Starmon $0.10 $0.25



❑ ST-27 Gekomon $0.10 $0.25

❑ ST-30 Piximon $0.25 $0.50

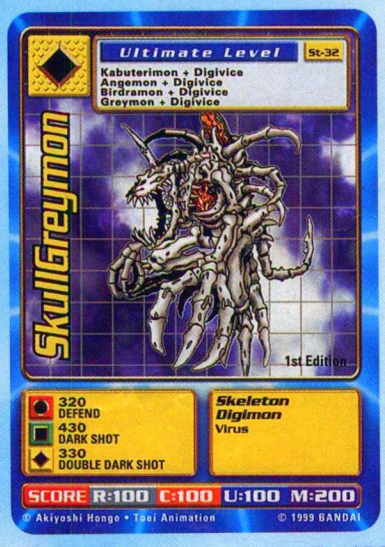
❑ ST-33 HerculesKabuterimon (holo) $1.50 $3.00

❑ ST-28 MegaKabuterimon $0.25 $0.50

❑ ST-31 Okuwamon $0.10 $0.25

❑ ST-34 SaberLeomon (holo) $4.00 $7.00

❑ ST-29 Triceramon $0.10 $0.25



❑ ST-32 SkullGreymon $0.25 $0.50

❑ ST-35 Dolphmon $0.10 $0.25

❑ ST-36 Coelamon $0.10 $0.25

❑ ST-39 MarineDevimon $0.10 $0.25

❑ ST-42 DemiDevimon $0.10 $0.25

❑ ST-37 Octomon $0.10 $0.25

❑ ST-40 Pukumon $0.10 $0.25

❑ ST-43 Apemon $0.10 $0.25

❑ ST-38 Zudomon $0.10 $0.25

❑ ST-41 Candlemon $0.10 $0.25

❑ ST-44 Wizardmon $0.10 $0.25

❑ ST-45 Bakemon $0.10 $0.25

❑ ST-48 SkullMeramon $0.10 $0.25

❑ ST-51 Green Offensive $0.10 $0.25

❑ ST-46 Mammothmon $0.10 $0.25

❑ ST-49 Red Offensive $0.10 $0.25

POWER OPTION
St-52
POWER BLAST
Blitz
1st Edition
EFFECT: If you lose the Duel, send opponent's top three Online cards Offline.
•Send this card Offline at end of Duel.
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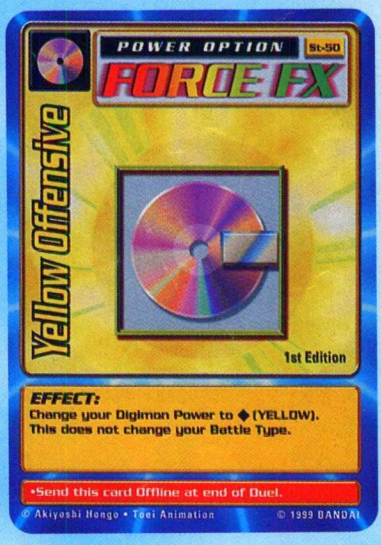
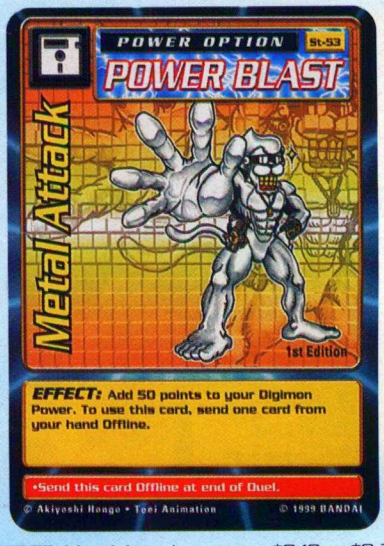
❑ ST-52 Blitz $0.10 $0.25

❑ ST-47 WereGarurumon $0.10 $0.25



❑ ST-50 Yellow Offensive $0.10 $0.25


POWER OPTION
St-53
POWER BLAST
Metal Attack
1st Edition
EFFECT: Add 50 points to your Digimon Power. To use this card, send one card from your hand Offline.
•Send this card Offline at end of Duel.
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❑ ST-53 Metal Attack $0.10 $0.25

POWER OPTION
St-54
POWER BLAST
Counter Attack!
1st Edition
EFFECT: When confronting an opponent of a higher Digivolve Level, double the number of your Digimon Power until end of Duel.
•Do not use this card with a Rookie on Duel Zone.
•Send this card Offline at end of Duel.
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❑ ST-54 Counter Attack $0.10 $0.25

POWER OPTION
St-57
POWER BLAST
Downgrade
1st Edition
EFFECT: Downgrade either your Champion or your opponent's Champion to Rookie. Place this card on Power Port and send either your Champion or your opponent's Champion Offline. To use this card, send one card from your hand Offline.
•This effect applies to any player's Digimon.
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❑ ST-57 Downgrade $0.10 $0.25

POWER OPTION
St-60
DIGIVOLVE
Green & Yellow
Digivice
1st Edition
EFFECT: Use this card when required to Digivolve to an Ultimate or Mega with Battle Type ■ (GREEN) or ◆ (YELLOW). Place this card face down on Power Port when placing next-level Digimon face down on Digivolve Zone.
•Use this card only during Digivolve Phase.
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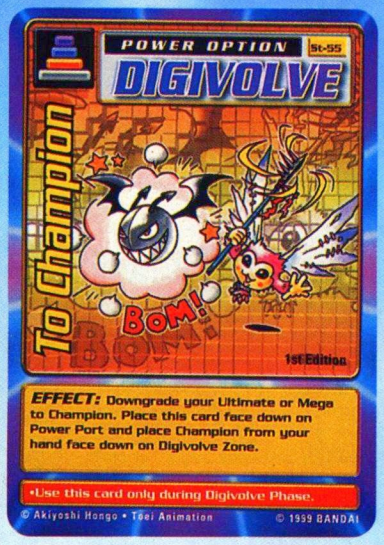
❑ ST-60 Digivice Green & Yellow $0.10 $0.25


POWER OPTION
St-55
DIGIVOLVE
To Champion
BOM!
1st Edition
EFFECT: Downgrade your Ultimate or Mega to Champion. Place this card face down on Power Port and place Champion from your hand face down on Digivolve Zone.
•Use this card only during Digivolve Phase.
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❑ ST-55 Digivolve to Champion $0.10 $0.25

POWER OPTION
St-58
POWER BLAST
Digi-Duel
Shweet!
1st Edition
EFFECT: If you win the Duel, double your Score. To use this card, send three of your Online cards Offline.
•This card can not be used after opponent passes.
•You may only use one of these cards per Duel.
•Do not use this card with a Rookie in your Duel Zone.
•Send this card Offline at end of Duel.
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❑ ST-58 Digi-Duel $0.10 $0.25

POWER OPTION
St-61
DIGIVOLVE
Red & Green
Digivice
1st Edition
EFFECT: Use this card when required to Digivolve to an Ultimate or Mega with Battle Type ● (RED) or ■ (GREEN). Place this card face down on Power Port when placing next-level Digimon face down on Digivolve Zone.
•Use this card only during Digivolve Phase.
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❑ ST-61 Digivice Red & Green $0.10 $0.25

POWER OPTION
St-56
DIGIVOLVE
Ultra Digivolve
1st Edition
EFFECT: Digivolve any Digimon to next Level, regardless of Digivolve Requirements. Place this card face down on Power Port and place next-level Digimon face down on Digivolve Zone. To use this card, send the rest of your hand Offline.
•Use this card only during Digivolve Phase.
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❑ ST-56 Ultra Digivolve (MetalGreymon) (holo) $1.00 $3.00

POWER OPTION
St-59
DIGIVOLVE
Red
Digivice
1st Edition
EFFECT: Use this card when required to Digivolve to an Ultimate or Mega with Battle Type ● (RED). Place this card face down on Power Port when placing next-level Digimon face down on Digivolve Zone.
•Use this card only during Digivolve Phase.
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❑ ST-59 Digivice Red $0.10 $0.25

POWER OPTION
St-62
DIGIVOLVE
Yellow
Digivice
1st Edition
EFFECT: Use this card when required to Digivolve to an Ultimate or Mega with Battle Type ◆ (YELLOW). Place this card face down on Power Port when placing next-level Digimon face down on Digivolve Zone.
•Use this card only during Digivolve Phase.
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❑ ST-62 Digivice Yellow $0.10 $0.25 ✶

Kids' Creations

Esmeralda Cruz Bronx, NY

Lindy Tram Goleta, CA

Chris DeGraw Valley Cottage, NY

Jacob Zehlemoyer, Age 9 Browns Mills, NJ

Whitney Fritts Age 16 Katy, TX

Alex Garcia

HEY KIDS!

Do you like to draw Digimon? If you do, send us your best picture. We accept poems, jokes and stories too. Include your name, age, school and address on the back of your art.

Send to: *Beckett Digimon Collector*, Attention: Kids' Creations, 15850 Dallas Parkway, Dallas, Texas 75248.

All artwork submitted will NOT be returned. Please make copies before submitting your creations.

Ryan Zehlemoyer, Age 9 Brown Mills, NJ

Digimon 101

By Kris Oprisko

A beginner's guide to playing the Digimon Card Game.

The Digimon Digi-Battle Card Game is, without question, one of the coolest games to come out in a long time. It's got tons of awesome characters, exciting battles, and the ability to Digivolve into new and exciting Digital Monsters! So what are you waiting for? Grab your Starter Deck and a friend and let the battle begin!

The Cards

The key to mastering the game is understanding your cards. There are two different types of cards - Digimon and Power Option.

Digimon Cards

These are the character cards, so you'll recognize many of your cartoon favorites, and lots of others too! The Digimon name is always found on the left side of your card.

The first thing to notice on the card is Digivolve Level of the character. As you play, you'll be able to Digivolve into higher level Digimon, which will give you greater power for the Digi-Battle! In the game, the lowest level Digimon are Rookies, like Agumon. From the Rookie level, Digimon can Digivolve to Champion, Ultimate, and Mega levels, in that order.

Under the Digivolve Level is the Digivolve Requirements Box. This box lets you know what lower level Digimon you need to Digivolve, and what requirements you must fulfill first.

At top left you'll find your Digimon's Battle Type. This box will either be Yellow (marked with a diamond), Green (square), or Red (circle), and will determine how much power your opponent can attack you with.

Your attacks, or Power Techniques, are listed at the bottom of the card. A numerical Digimon Power ranking lets you know how strong the attacks are.

The Digimon Group, Digimon Type, and Special Ability are not used in the Starter Deck, but will add fun new features in future expansions.

The Special Effect lets you know if your Digimon has any special powers. In the Starter Deck, only Nanimon, HerculesKabuterimon, SaberLeomon, Pukumon, and Bakemon have a Special Effect.

The Score Chart is at the very bottom of your card. You'll use this after you win a Duel to find out how many points you've earned.

In the top left corner you'll find your Digimon's Battle type. The card's level is in the center at the top, and attacks are listed in the yellow box at the bottom left. If you win a duel, check your score chart at the bottom of your card.

Power Option Cards

The Power Option cards come in three varieties - Digivolve, Force FX, and Power Blast. These cards are very important to successfully winning a Digi-Battle.

The Digivolve Power Option card helps you to increase your Digivolve Level, while the Force FX and Power Blast Power Options both help you during battle. The effects of each of these cards are listed in the Effect Box. Below the Effect Box is a red box that lists the duration of the card's effect, plus any requirements you may need to fulfill before using it.

POWER OPTION
St-60
DIGIVOLVE
Green & Yellow
Digivice
1st Edition
EFFECT: Use this card when required to Digivolve to an Ultimate or Mega with Battle Type ■ (GREEN) or ◆ (YELLOW). Place this card face down on Power Port when placing next-level Digimon face down on Digivolve Zone.
•Use this card only during Digivolve Phase.
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A Digivolve Power Option card helps you increase your Digivolve level.

The Game

Getting Started

First, spread the Digi-Battle Game Mat out between you and your friend. Take a moment to identify the Power Port, Duel Zone, Digivolve Zone, Online area, and Offline area. There is even a condensed version of the game rules, in case you want to look something up during a game.

The object of the game is to defeat your opponent's Digimon. Each time your Digimon wins a Duel you earn points, and the first player to reach 1000 wins the Digi-Battle! I'll play you in a pretend match to show you the rules.

To begin, each player needs to assemble a Battle Deck of 30 Digimon cards (there are 62 cards in the Starter Deck, so you won't be using 2 of them during play). You can choose to have a Draft, where you put all 62 cards face up on the table and take turns choosing until you each have 30 cards, or you can construct your deck using the suggestions included with the game. Of course, as your knowledge (and card library) grows, you'll want to construct custom Battle Decks. Got your deck ready? Let's go!

Look through your cards and choose which Rookie Digimon you'd like to begin the game with, and put it face down in the Duel Zone. Shuffle the rest of the cards and put the stack face down in the Online area, and draw 10 cards to make up your hand.

Finally, we both flip over our Rookie Digimon. So, you think your Rookie Gomamon can beat my Rookie Gotsumon? We'll see a bout that!

Comparing Battle Types

Learning to compare Battle Types is the key to understanding Digimon. The most important thing to remember is that your opponent's Battle Type determines your Digimon Power. In our game, Gotsumon's Battle Type is Green, so look at the list of Gomamon's Digimon Powers. Gomamon's Green power is a Claw Attack of 250. Gotsumon attacks Gomamon with a Rock Fist of 330, since that's his Red power and Gomamon's Battle Type is Red.

changed. Gotsumon's Green Battle Type gives Dolphmon a 380 Dolphin Kick, while Gotsumon still attacks with his 330 Rock Fist, since Dolphmon is Battle Type Red. You've got the upper hand!

I quickly Digivolve to Starmon, Offlining 2 cards to pay my cost, but increasing my Red attack to a 460 Meteor Storm. My Battle Type is still Green, so Dolphmon remains at 380. Had I chosen to not Digivolve, I would have been forced to move my Champion Offline. There will be situations where it's better not to Digivolve, so make sure you check out your attacks before Digivolving.

DIGIVOLVING

So it seems as if Gotsumon's got Gomamon on the run - but don't worry, the Duel is far from over! Each player now has the option of Digivolving, and since you're losing, you'll definitely want to take that option. The order of Digivolving, from lowest level to highest, is Rookie-Champion-Ultimate-Mega. Higher level Digimon give you more powerful attacks, sometimes allowing you to turn the tide of a Duel.

To Digivolve, look over the cards in your hand. Since you can only Digivolve one level per Duel, and there's a Rookie in your Duel Zone, you'll be searching for a Champion level Digimon. In addition, your Champion must meet the Digivolve requirements. This means that your Champion level Digimon must list Gomamon in its Digivolve Requirements box.

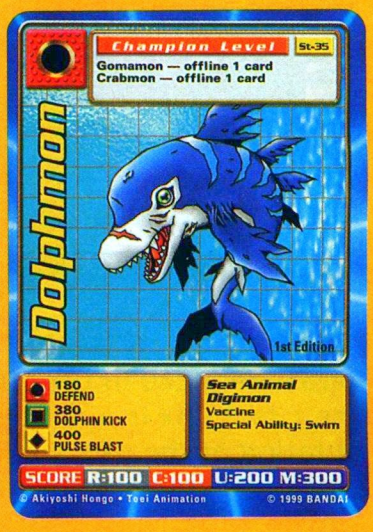
Luckily, you've drawn the Champion Dolphmon who meets your requirements. Put Dolphmon face down in your Digivolve Zone, and I'll do the same with my Champion. After a coin toss determines that you play first, you're free to Digivolve. Turn Dolphmon face up and place him on top of Gomamon. You must also pay the Digivolve cost - in this case, you must move one card from your Online area Offline.

Now check the battlefield again and you'll see that everything has

PLAYING POWER OPTION CARDS

Power Option cards are the final way to change the course of a Duel. Starting with the winner of the opening coin toss (or of the last Duel in later rounds), each player can alternate playing Power Options until they both pass. Only then is the Duel truly over.

Since you won the toss and are losing by 80 points, you decide to hit me with a Power Blast - Downgrade card. The Power Option cards are played face up to the Power Port, where I read your card and weep! You've chosen to downgrade poor Starmon back to Gotsumon, so I'm forced to send Starmon



Offline. You must send a card from your hand Offline to use this card, but it's a powerful one, since Gotsumon's Red Attack is only 330 and Dolphmon's Green Attack is 380.

I frantically search my hand for Power Options, but all I've got is Blitz, which forces you to Offline 3 cards if I lose the Duel. Once I play Blitz to the Power Port, you pass, and since I have no more Power Options, so do I. The Duel is now over, and your champion Dolphmon has triumphed! You gladly Offline the three cards required by my Blitz card, and we both send all the cards in our Power Ports Offline.

It's also important to remember that the loser of the Duel must downgrade his Digimon all the way down to Rookie level! Gotsumon's already a Rookie, so he's not affected. However, if Gotsumon had somehow defeated Dolphmon, you would've been forced to Offline Dolphmon and be back at Gomamon again.

Scoring

The points you earn for winning a Duel are based on the Digimon level of your opponent. You defeated Gotsumon, a Rookie, so consult the Score chart at the Bottom of Dolphmon's card to find you've earned 100 points. Use your Score Counter to keep track of your progress towards 1000.

Now we are ready to begin the next Duel. We can both discard any or all of the cards left in our hand, and draw cards from the Online area until we have 10. We pick up play at the stage where we chose our next level Digimon (keep in mind that since Dolphmon is a Champion, you'll be looking for an Ultimate level Digimon this time)! The winner of the last Duel initiates play, so it seems you're well on your way to victory.

Exhausting the Online Deck

In our example, you may have wondered why I played the Power Blast-Blitz card, since it simply required Offlining cards without changing the outcome of the Duel. There is an important strategic reason for not running out of Online cards: if you run out of Online cards at any time during gameplay, you must instantly Offline ALL cards on your side of the game mat, with the exception of your Rookie.

Say you've gotten your Digimon all the way up to Mega level and are racking up the points. Once you run out of that last Online card, your Mega, Ultimate, and Champion Digimons must be sent Offline and you're again reduced to Rookie! Keep this important fact in mind when you're deciding how many cards from your hand to send Offline.

POWER OPTION
St-57
POWER BLAST
Downgrade
1st Edition
EFFECT: Downgrade either your Champion or your opponent's Champion to Rookie. Place this card on Power Port and send either your Champion or your opponent's Champion Offline. To use this card, send one card from your hand Offline.
•This effect applies to any player's Digimon.
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POWER OPTION
St-52
POWER BLAST
Blitz
1st Edition
EFFECT: If you lose the Duel, send opponent's top three Online cards Offline.
•Send this card Offline at end of Duel.
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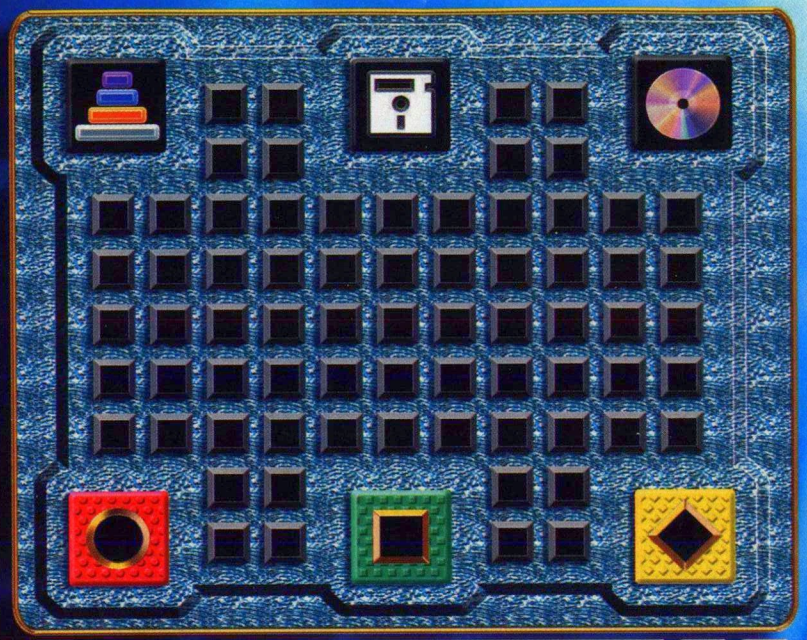
The Reward

Now you should have all the information you need to start on your quest to become a Digimon master! If you study your cards, learn the rules, and most important of all, play as many practice games as possible, you'll soon be the envy of all your Digi-buddies! ✶

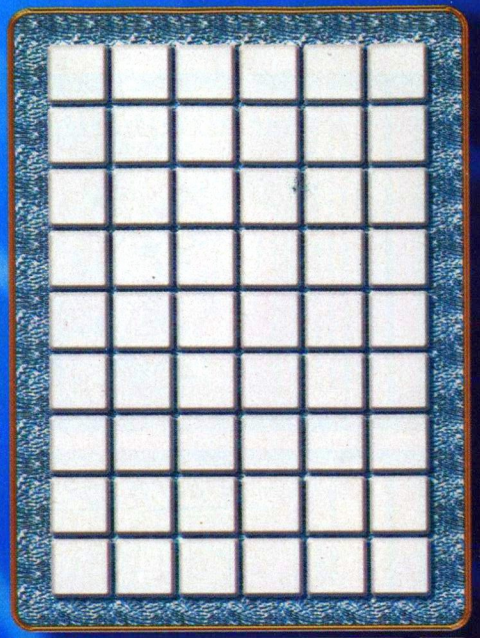


POWER PORT

DIGITAL MONSTERS DIGIMON™

DIGI-BATTLE™ CARD GAME

DUEL ZONE



ONLINE

A. *SET-UP*

1. Create a Battle Deck of 30 cards.
2. Select Rookie from Battle Deck, place face down on Duel Zone.
3. Shuffle cards, deal yourself 10, place remaining 19 face down Online.
4. Each player turns over Rookie.
5. Note opponent's Battle Type. Compare Digimon Power.
6. Place Champion with correct Digivolve Requirements face down on Digivolve Zone.

B. *DIGIVOLVE*

1. Flip a coin to decide who goes first.
2. First player turns over card on Digivolve Zone, places it face up on top of card on Duel Zone. Fulfill any Requirements to complete turn.
3. Second player responds by Digivolving as above, or saying, "Pass." If a player passes with a card face down on Digivolve Zone, he must move it Offline. ("Use it, or lose it.")
4. You may Digivolve only one level per Duel. Player with no card to Digivolve must pass. If neither can Digivolve, proceed to **BATTLE**.

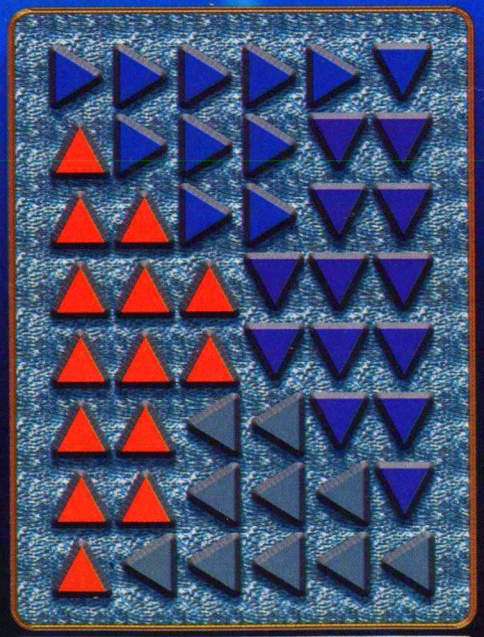
C. *BATTLE*

1. Take turns playing Power Option cards to Power Port, one card per turn, keeping track of changes in Digimon Power.
2. Continue until a player runs out of options, or decides to stop, and says "Pass." Other player may continue to play Power Option cards until he runs out or passes.
3. Compare Digimon Power to determine Winner.
4. Winner scores points based on Digivolve level of loser, as shown in Score section at bottom of winning card.
5. Winner keeps all Digimon on Duel Zone. Loser sends all Digimon, except Rookie, Offline. Offline all Power Option cards.

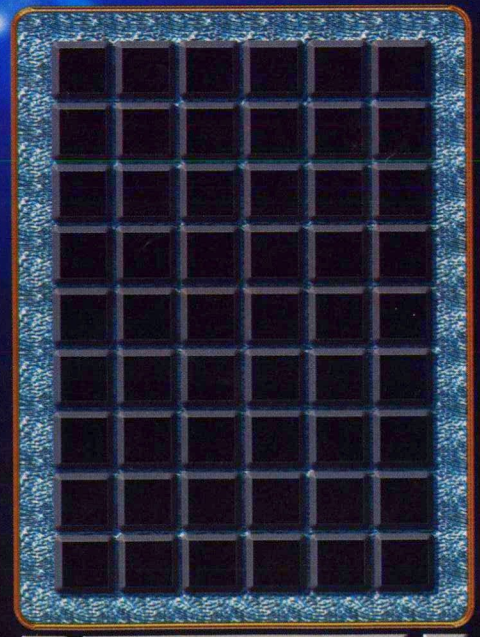
D. *RE-GROUP*

1. Restore hand to 10 by drawing from Online deck. (You may first discard as many cards to Offline as you wish.)
2. When Online deck is down to zero, now or at ANY TIME during game, send ALL cards on your side of the board, except Rookie, Offline. Shuffle and return them face down to Online. To re-group, draw as many as needed to restore your hand to 10 cards.
3. You may change Rookie (place new Rookie face down on old Rookie on Duel Zone), and may place next-level Digimon face down on Digivolve Zone.
4. Last Winner starts new Duel by returning to **DIGIVOLVE**, step #2.

RULES



DIGIVOLVE ZONE



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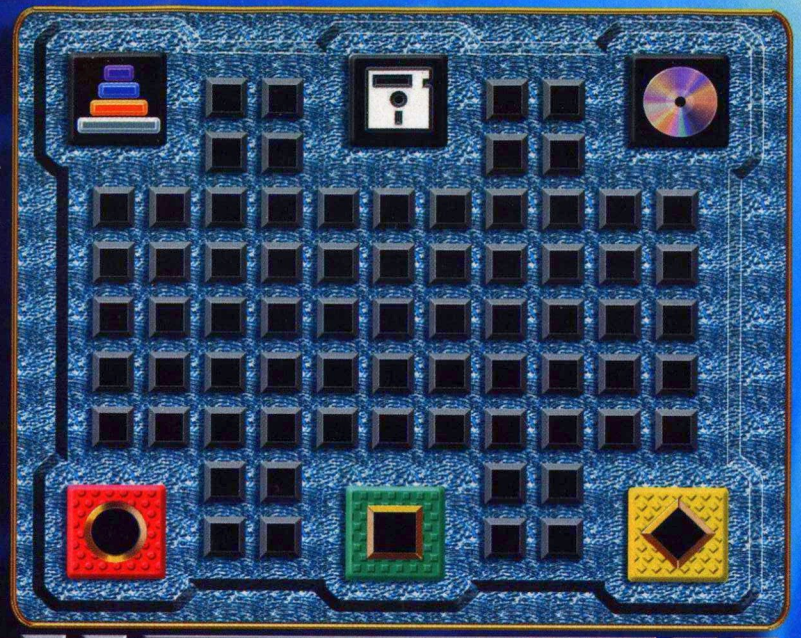
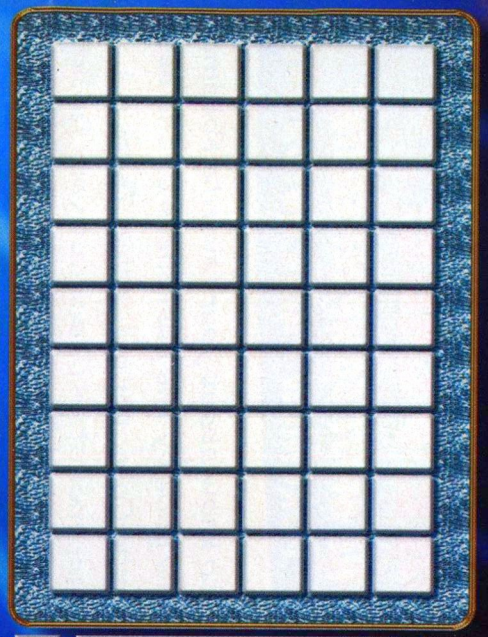


POWER PORT

DIGIMON

DIGI-BATTLE™ CARD GAME

DUEL ZONE



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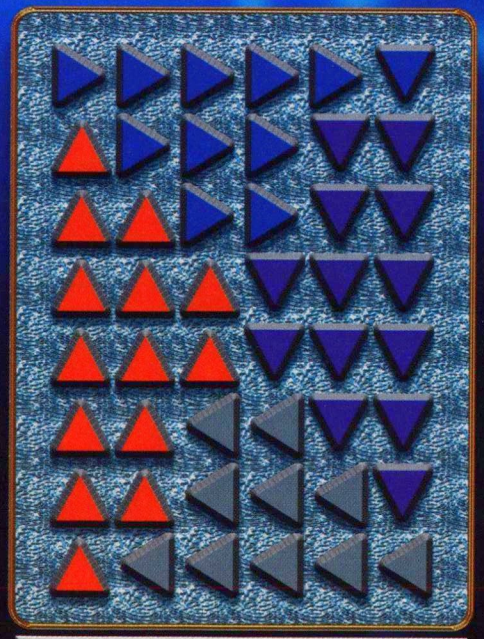
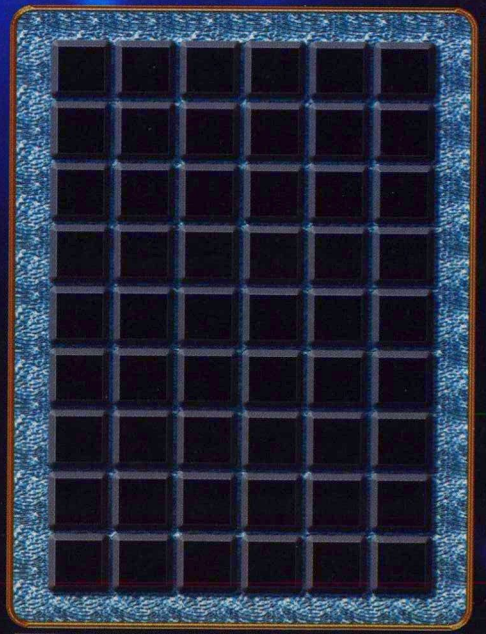
RULES



DIGIVOLVE ZONE



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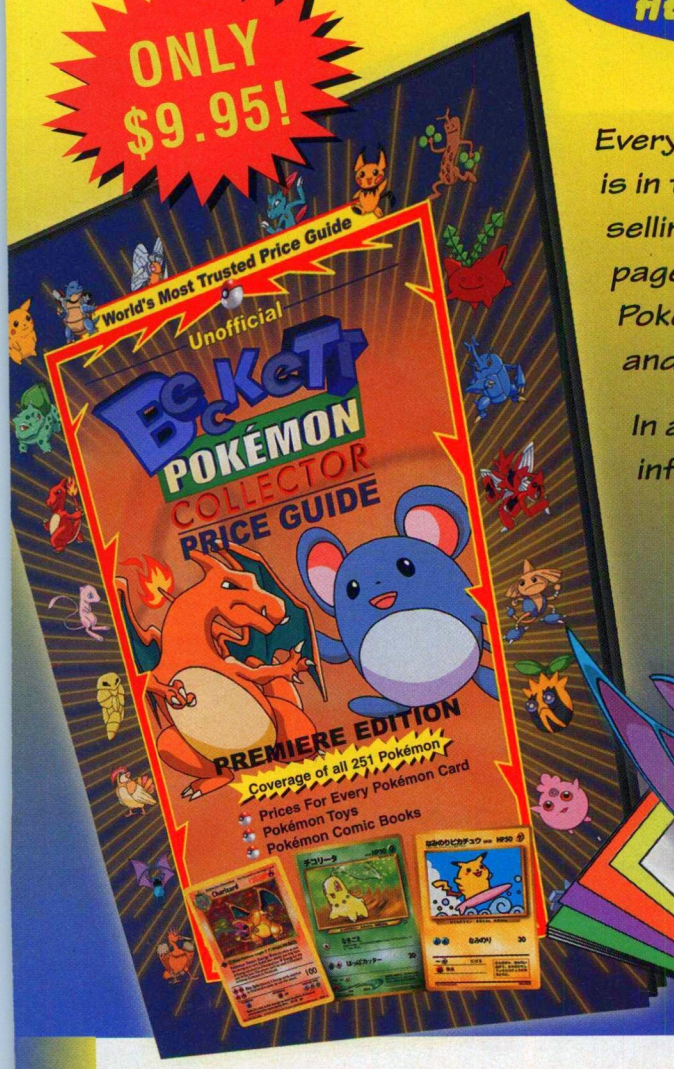

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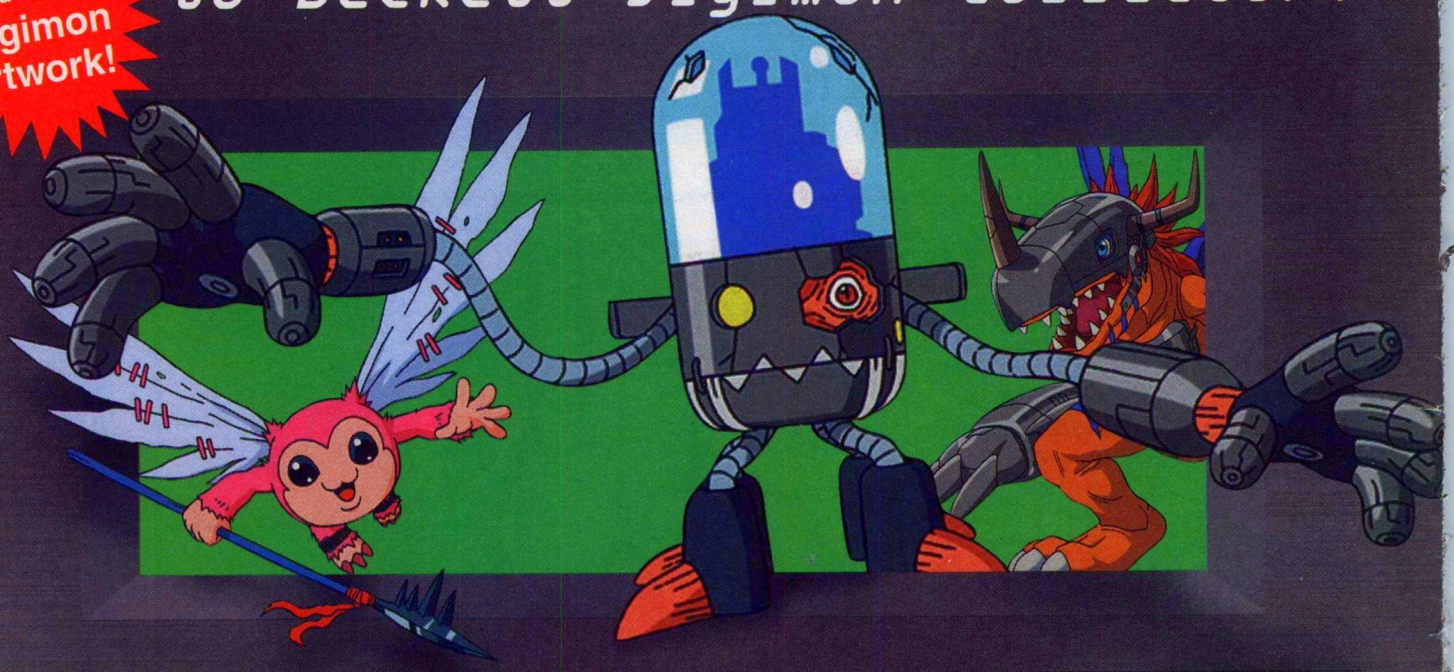

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A - Awesome. I loved it! **B -** Very good. I enjoyed it. **C -** Good. It's okay. **D -** Fair. This needs help. **F -** Poor. Forget this one.
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___		Front Cover	___	32	Battle Scene
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___	8	Anime-zing Show	___	46	Kids Creations
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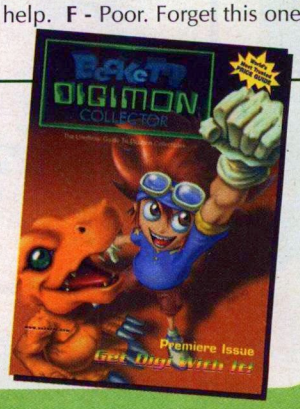

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DIGISITES

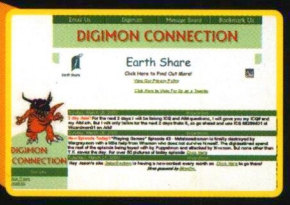
WHERE TO SEARCH FOR DIGIMON DATA ON THE INTERNET

While surfing the Internet we discovered many cool Digimon Web sites. We'll review several each month. Remember to check with your parents before entering any chat rooms.

By Doug Kale

SITE NAME: DIGIMON CONNECTION

Web Address: http://digimon.dahz.com



Cards & Toys ✶✶✶✶

This site contains great images of Japanese 4" and 6" plush toys. For Digimon card collectors and gamers, "Digimon Connection" also features photos of trading and booster game cards. Instructions for game set up and battling are also available.

TV Episodes ✶✶✶

If you're looking for a checklist of episodes #1 to 37, this site has it. The first 10 episodes have been reviewed, and there's a complete storyline for episode one.

Comments:
This site has lots of data on the Digidestined kids. When you click on a picture of a kid, you'll get their Digimon partner's evolutions, the actor's voice on the TV show and the type of crest they wear. Pictures of the Evil Digimon are also included on the site.

Final Grade: ✶✶✶✶

SITE NAME: DIGIMON CENTRAL

Web Address: http://www.angelfire.com/in2/DigimonCentral/Home.html

Cards & Toys ✶✶✶

Unfortunately, this site does not contain information on gaming or trading cards. However, it does include a lot of Digimon toy pictures such as the 1 1/2 inch figures and 5-inch Digivolving action figures. A few Japanese toys are also pictured including the new Digivice.

TV Episodes ✶✶✶

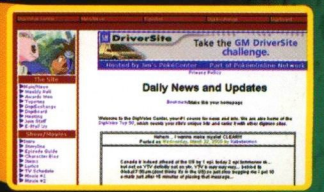
Brief descriptions of episodes 1 to 42 are available with pictures. Plus, there are some images of future episodes that were recently shown in Japan.

Comments
If you want to join a Digimon Fan Club, click on the button labeled Digi-Fanatics Club. If you want to see some cool original fan art, click on Gomamon's Favorite Pics. The one labeled Izzy and Tentomon is my favorite. This site has more fun features waiting for you to explore.

Final Grade: ✶✶✶

SITE NAME: DIGIVOLVE CENTER

Web Address www.jimpokecenter.com/digimon



Cards & Toys ✶✶✶

This site contains lots of information on Digimon gaming and trading cards. There are facts checklists for both and a breakdown of the 1st Edition Starter set.

TV Episodes ✶✶✶✶

This is the place to be if you want information on the TV show. "Digivolve Center" includes summaries of 41 episodes, Digidestined character bios, and lyrics for the theme song. And, this site's Multimedia area includes screen shots from several episodes too.

Final Grade: ✶✶✶✶

Mega Web site = ✶✶✶✶✶ Ultimate Web site = ✶✶✶✶ Champion Web site = ✶✶✶
Rookie Web site = ✶✶ In-Training Web site = ✶

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